GRAND PRIX LEGENDS (GPL)
2020 DEMO
INSTRUCTIONS

What is Grand Prix Legends (GPL)?

GPL is a racing simulation for the PC that was published in 1998, yes you read correctly, 22 years ago. In 1998 GPL simulated the 1967 Formula 1 Grand Prix season and included eleven historic race tracks. In 2020 it simulates much more…

Why a GPL 2020 Demo?

Thanks to the GPL community who has kept this ancient software alive in the last two decades

- by still driving it offline against the AI and online against humans,
- by extending it with new mods simulating new racing series, like F1 1955, F1 1965, F1 1966, F1 1967 Extra, F2 1967, F1 1969 Extra, Can-Am 1966, Can-Am 1971, Sportscars 1967,
- by creating over 600 tracks,
- and by creating many tools & utilities,

the fans have built a gigantic universe for sim racing.

This demo shall give you the possibility to enjoy the best of GPL in a fully playable demo game to get a feel why it is still alive after such a long time and to get you excited about delving deeper into the GPL universe.

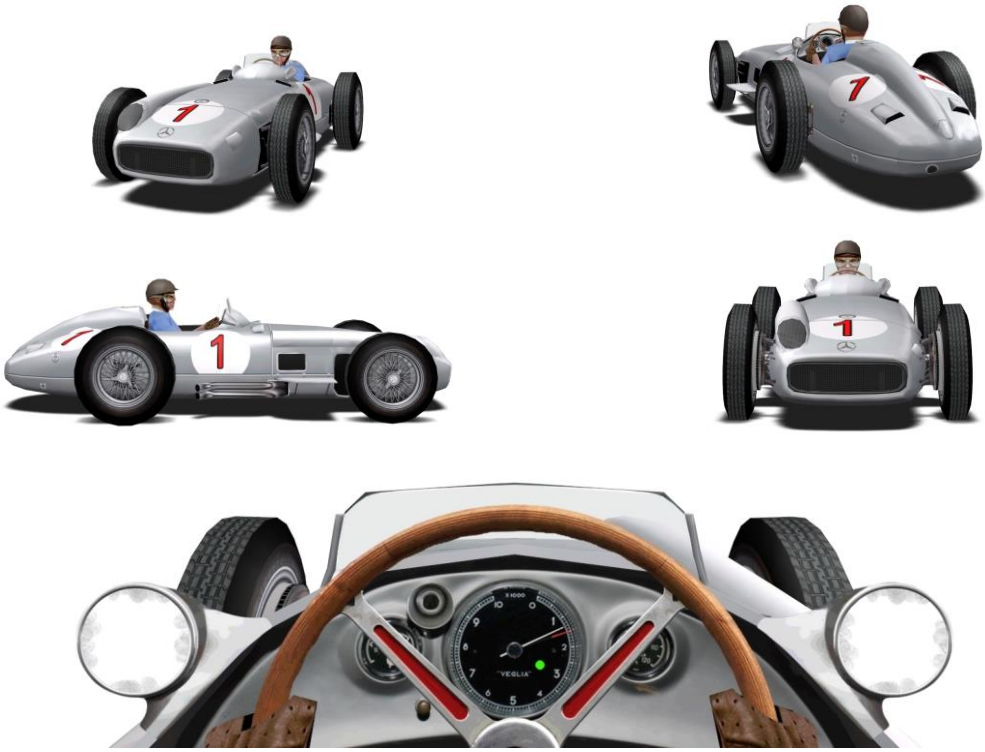
What do you get?

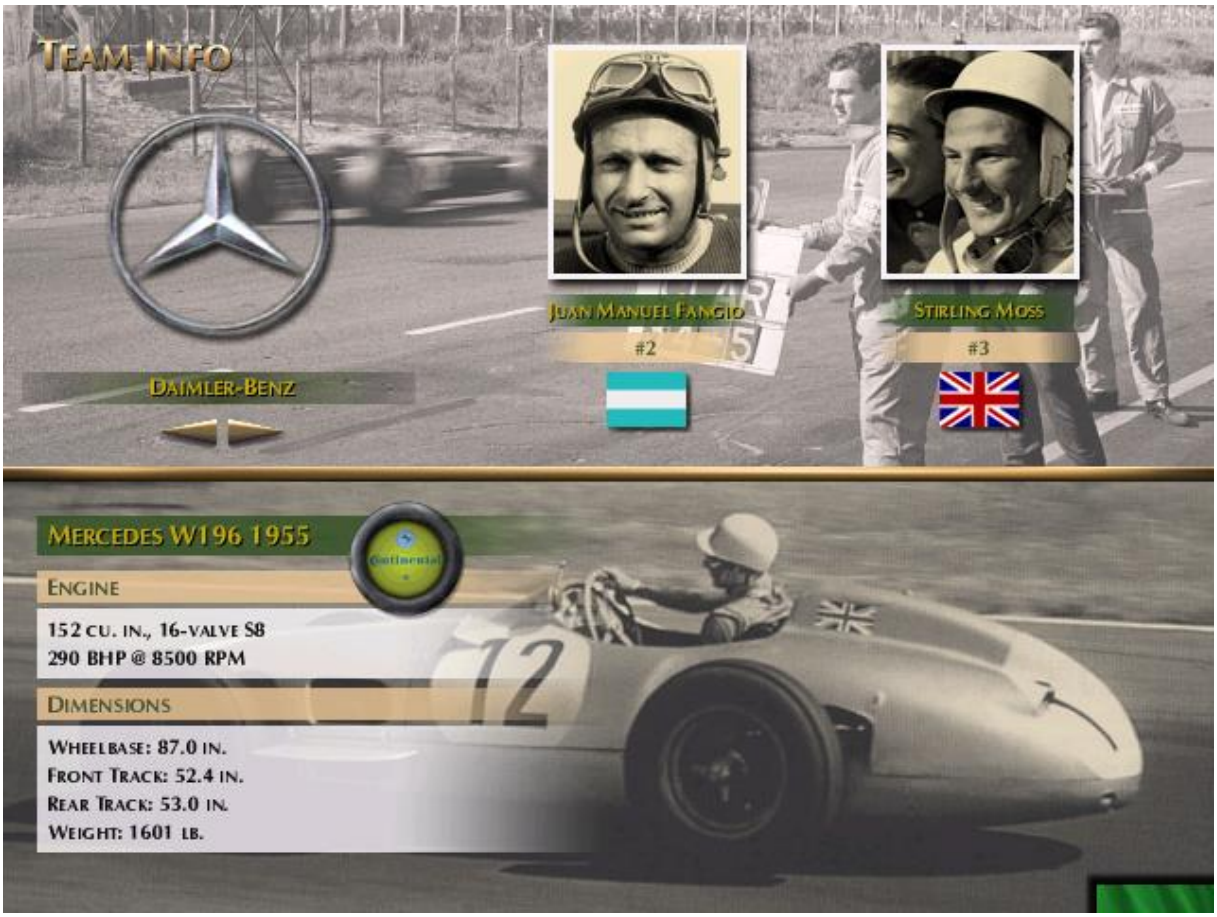
The GPL 2020 Demo contains ten cars from the major mods, four tracks, all original patches, modernized graphics and latest fixes and improvements made by the GPL community, that have been created in the last 22 years. A full GPL mod normally includes a field of cars with individual car physics and tracks to fully represent that year of racing. This demo includes the best cars of all mods.

❖ Cars

One car was chosen from each of the nine major mods plus one additional car from the original 1967 F1 simulation to demonstrate how far we have come in 22 years. Conveniently, the driver champion in each year drove these cars (with one exception). The cars are:

1955 F1 Mod:
Mercedes W196





The 1955 Mercedes W196 simulates brake fade and has a light indicator in the cockpit to show the condition of your brakes. The light is not historically correct, but very helpful.

GREEN light = full brakes

YELLOW light = reduced brakes

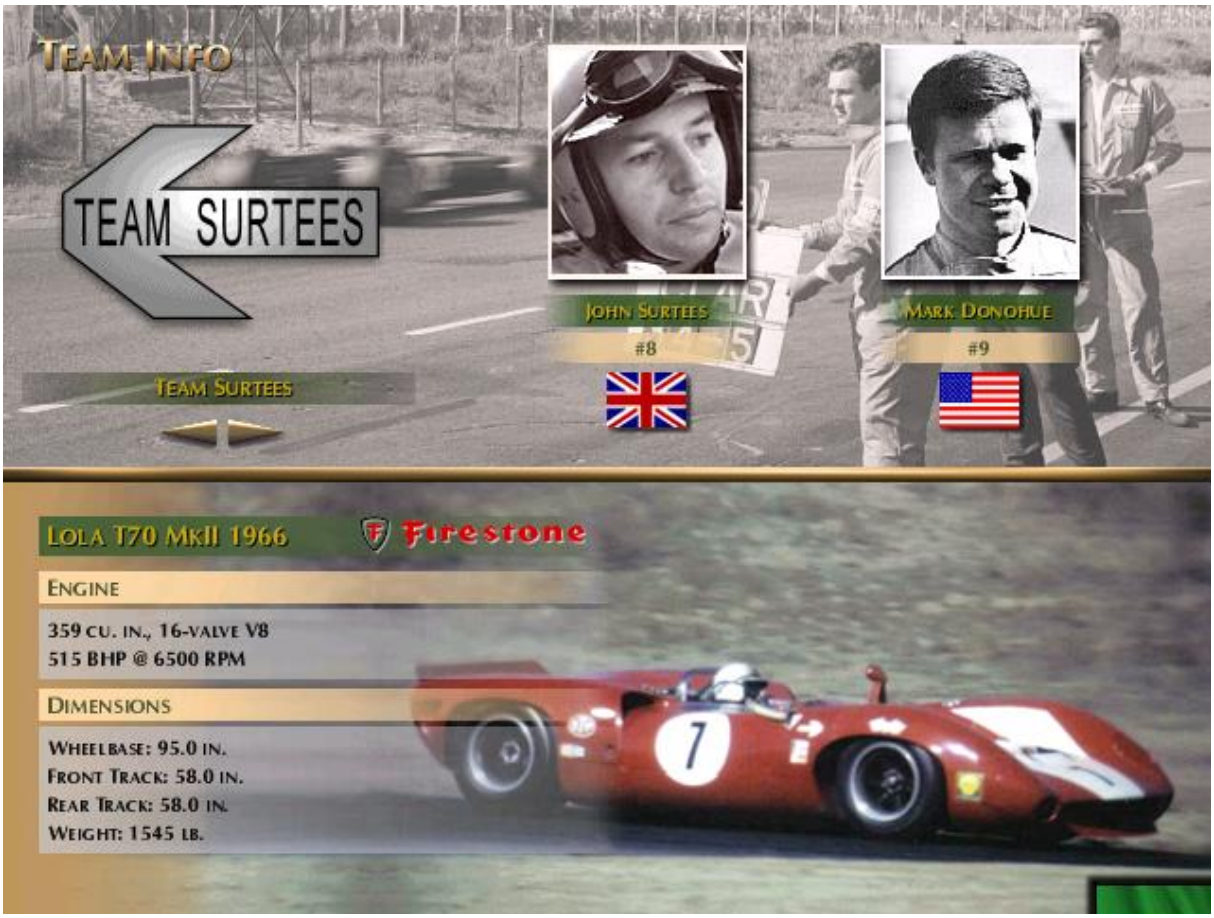
RED light = almost no brakes

If you want a normal dash without any indicator light until you push the brakes too far and get a yellow or red indicator you can use the tempfade.mip.
Just go to C:\GPL 2020 Demo\cars\cars18\c00\Optional Brake Fade Light\ and copy the tempfade.mip file into the main c00 cars folder C:\GPL 2020 Demo\cars\cars18\c00\.
If you want to go back to the original brake fade light indicator, just delete the tempfade.mip file again from the c00 cars folder C:\GPL 2020 Demo\cars\cars18\c00\.

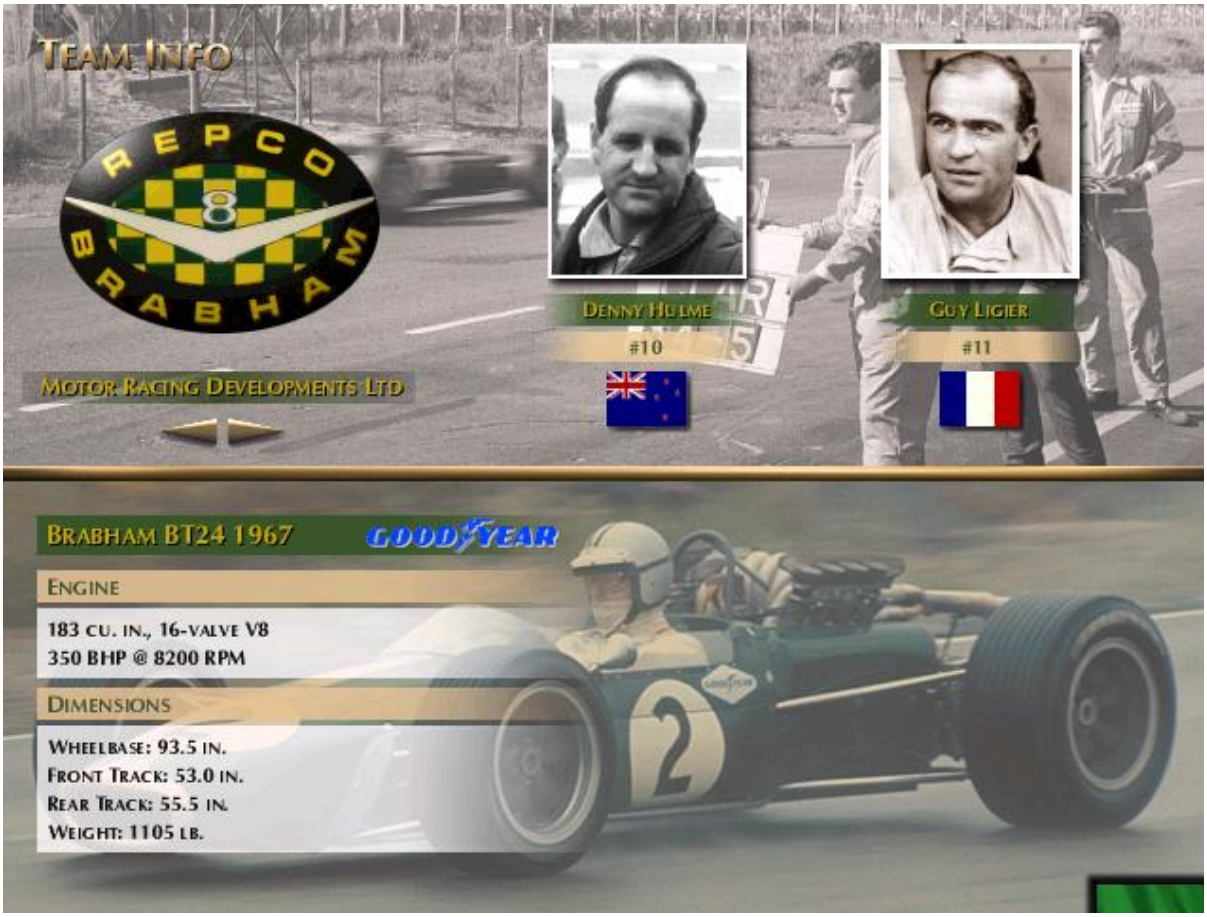
1965 F1 Mod:
Lotus 33/Coventry Climax

1966 F1 Mod:
Repco Brabham BT19

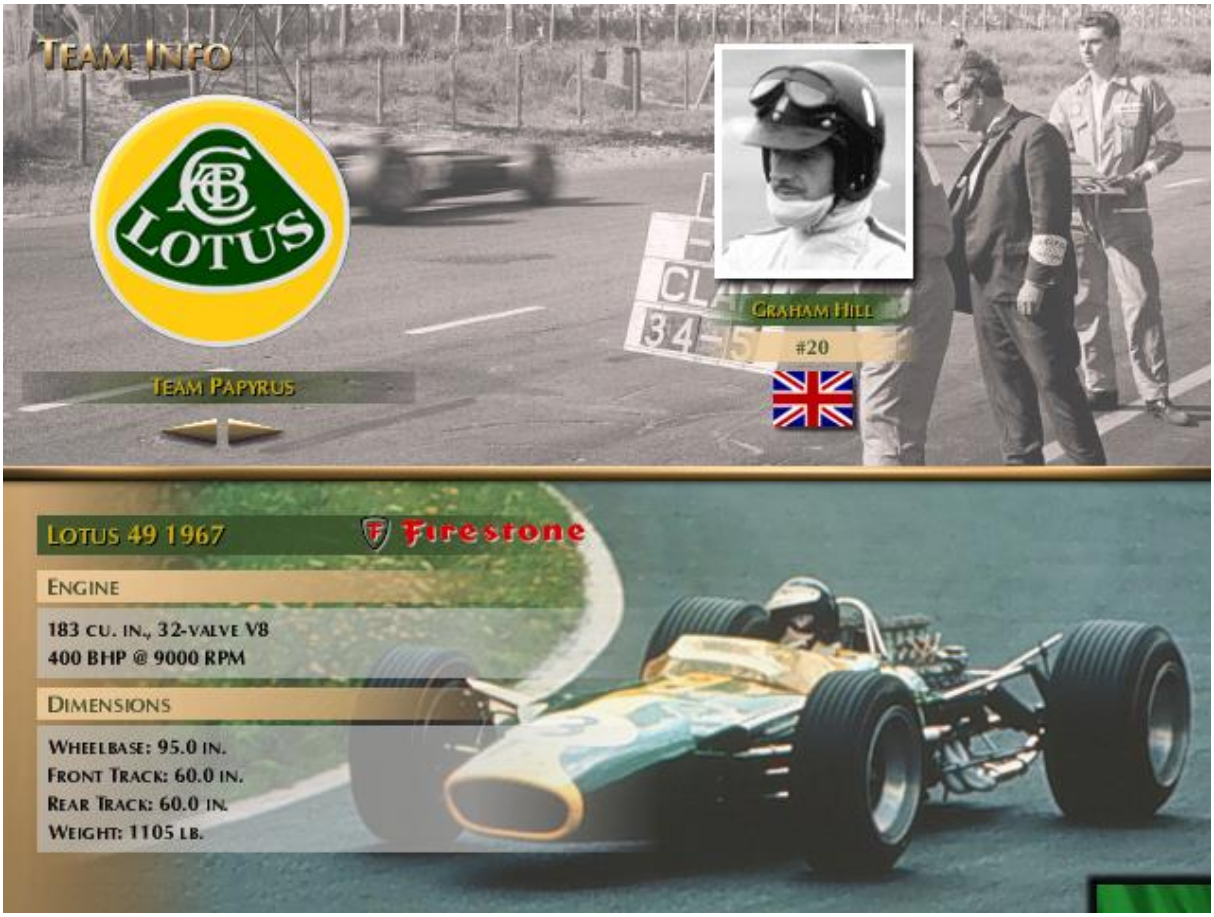
1966 Can-Am Mod:
Lola T70 Mk2/Chevrolet 358.0 cu in/5.882L



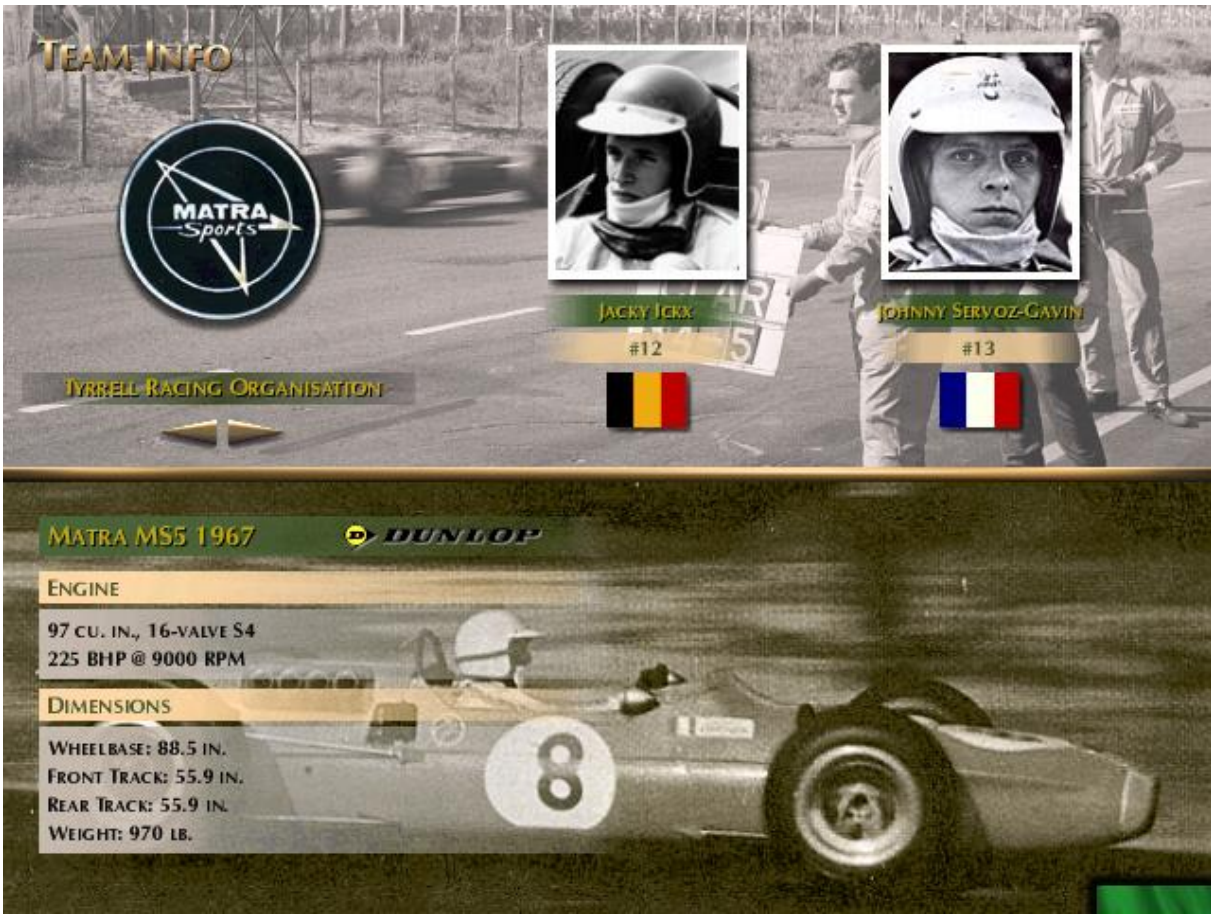
1967 F1 Mod:
Repco Brabham BT24



1967 F1 Mod:
Lotus 49/Ford Cosworth



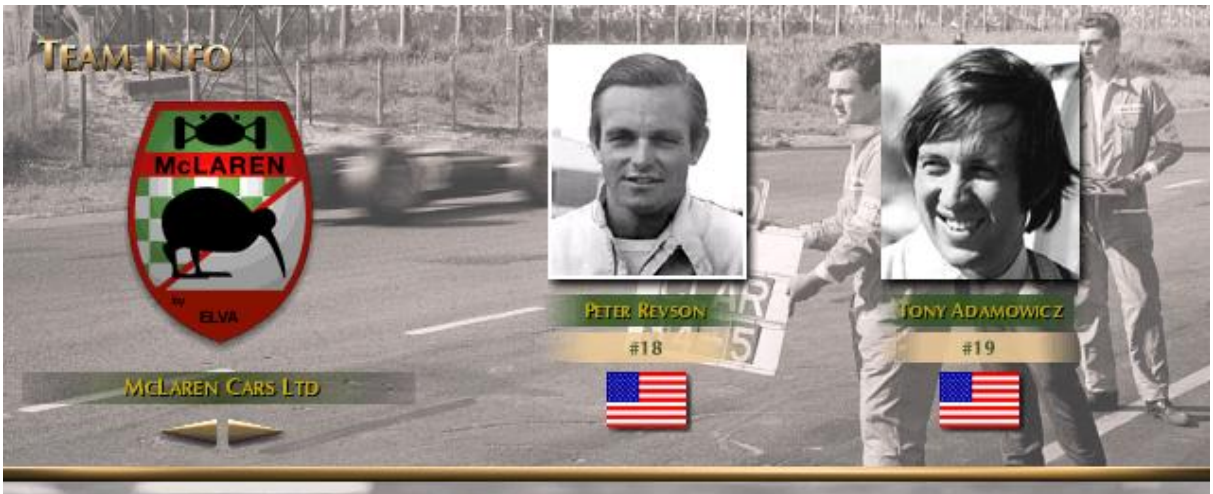
1967 F2 Mod:
Matra MS5/Ford Cosworth



1967 Sports Cars Mod:
Ferrari 330 P4

1969 F1 Mod:
Matra MS80/Ford Cosworth

1971 Can-Am Mod:
McLaren M8F/Chevrolet 494.9 cu in/8.110L

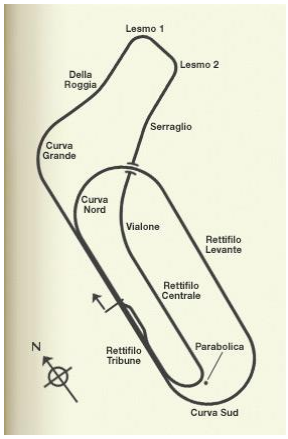


❖ Tracks

Four tracks were chosen for the GPL Demo Championship. The goal was to choose one track from each mod that best represented that mod year or was used for many years over several different mods.
Note: Some tracks include options that you can use. Have a look into the track folders located at C:\GPL 2020 Demo\tracks\.

1) Monza 10k

Country: Italy
Circuit Type: Racetrack
Track Type: Real Track
Track Author: John Basara
Released: September 27, 2004
Turns: 9
Meters: 10000
Miles: 6.213
Track Folder Name: monza10k



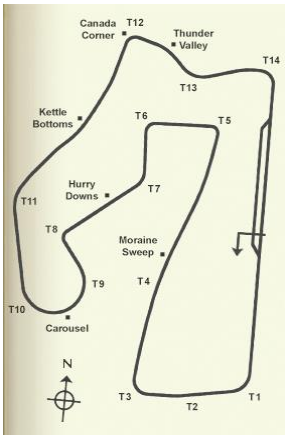
The Autodromo Nazionale Monza is a historic race track located near the city of Monza, north of Milan, in Italy. Built in 1922, it is the world's third purpose-built motor racing circuit after those of Brooklands and Indianapolis. The circuit's biggest event is the Formula One Italian Grand Prix. With the exception of 1980, the race has been hosted there since the series's inception.

Built in the Royal Villa of Monza park in a woodland setting, the site has three tracks – the 5.793-kilometre (3.600 mi) Grand Prix track, the 2.405-kilometre (1.494 mi) Junior track, and a 4.250-kilometre (2.641 mi) high speed oval track with steep bankings which has been unused for many decades and is now decaying. The major features of the main Grand Prix track include the Curva Grande, the Curva di Lesmo, the Variante Ascari and the Curva Parabolica. The high speed curve, Curva Grande, is located after the Variante del Rettifilo which is located at the end of the front straight or Rettifilo Tribune, and is usually taken flat out by Formula One cars.

The route has been frequently changed since 1922: Some chicanes have been rebuilt over the years with larger run-out zones to meet the demands of modern motorsport. Curves that were once a left-right combination are now taken in reverse order. Already in 1935 the three chicanes Prima Variant/Rettifilo, Variant della Roggia and Variant Ascari known today were set up in the form of tyre stacks in order to slow down the speed of the racing cars. Later, however, the tyre stacks were removed again and used again only in the 1970s, after the track had claimed many lives due to the enormous speeds. In 1954, the two steep bends built in 1922 were rebuilt to be even steeper. The overall course, which was a combination of both tracks, was almost exactly ten kilometers long and was used four times in Formula 1 races (the last time was in 1961). In the meantime the steep curve combination is falling into disrepair.

2) Road America 1971

Country: USA
Circuit Type: Race track
Track Type: Real Track
Track Authors: Ginetto, Remy Roesz
Released: Februar 24, 2017
Turns: 14
Meters: 6514
Miles: 4.048
Track Folder Name: roadamer



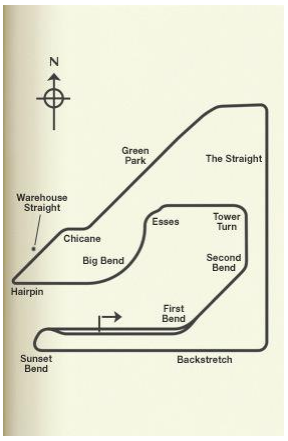
Road America is a motorsport road course located near Elkhart Lake, Wisconsin on Wisconsin Highway 67, in the United States. It has hosted races since the 1950s and currently hosts races in the NASCAR Xfinity Series, WeatherTech SportsCar Championship, NTT IndyCar Series, SCCA Pirelli World Challenge, ASRA, AMA Superbike series, IndyCar Series, and SCCA Pro Racing's Trans-Am Series.

Road America was designed and built by avid racing enthusiast and highway engineer Clif Tufte, whose sand and gravel company owned the land on which Road America was built. Seed financing came from members of the local community and regional SCCA chapters. The construction of the track began in April 1955.

The natural topography of the Kettle Moraine area was utilized for the track, which sweeps over the tops of rolling hills and plunges down through bottom land then up the steep narrow ravine known as Thunder Valley. The track is 4.048 miles in length with 14 turns. Except for recent re-modeling work on Turn 1 that changed it very slightly, the track is the same today as when it was first laid out.

3) Sebring International Raceway 1967

Country: USA
Circuit Type: Racetrack
Track Type: Real Track
Track Author: Ginetto
Released: October 9, 2010
Turns: 11
Meters: 8354
Miles: 5.19
Track Folder Name: sebr67



Sebring International Raceway is a road course auto racing facility in the southeastern United States, located near Sebring, Florida.

Sebring (pronounced sea-bring) Raceway is one of the oldest continuously operating race tracks in the U.S., its first race being run in 1950. Sebring is one of the classic race tracks in North American sports car racing and plays host to the 12 Hours of Sebring.

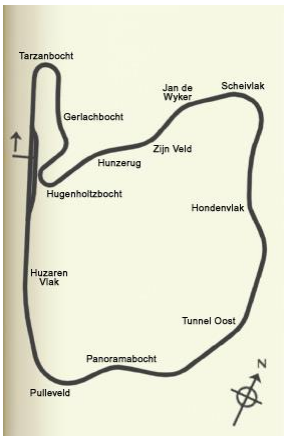
The raceway occupies a portion of Sebring Regional Airport, an active airport for private and commercial traffic that was originally built as Hendricks Army Airfield, a World War II training base for the U.S. Army Air Forces.

The course was held at the end of the 1940s on the former airport grounds of the Hendricks Army Airfield and was modelled on European motorcycle racing courses. The first race took place in 1950, but on an 8.3-kilometre course that used two runways. In 1983 the race took place on a shortened 7.6 kilometer course. From 1984 to 1986 the length was 7.82 kilometers due to conversion work in the pit area. Then the north-south runway was left out and replaced by a new piece of asphalt with the so-called carousel, so that the length shrank to 6.6 kilometers. In 1991, the eight and nine bends and the carousel were removed again. The length was reduced to 5.9 kilometers. At the end of 1995, the Fangio chicane was relocated. This shortened the course to 5.7 kilometers. In 1997 the entry and exit of the Ulmann Straight (in front of the finish curve) were redesigned, which extended the course to 6 kilometers. At the end of 1998 the last rebuilding took place. The hairpin bend (bend 5) was converted into an S bend. In 2001 the surface was renewed from curve 1 to curve 10.

At the end of the 1959 Formula 1 season the first Grand Prix of the USA took place here - but it was also the last time that Formula 1 was a guest here.

4) Zandvoort 1967

Country: Netherlands
Circuit Type: Racetrack
Track Type: Real Track
Track Author: Papyrus
Released: August 31, 1998
Turns: 16
Meters: 4192
Miles: 2.605
Track Folder Name: zandvort



Circuit Zandvoort (Dutch pronunciation: [sɪrˈkʊi ˈzɑntfoːrt]; known as Circuit Park Zandvoort until 2017) is a motorsport race track located in the dunes north of Zandvoort, Netherlands, near the North Sea coast line.

Between 1952 and 1985, the Formula 1 race track, originally almost 4.2 km long, hosted 30 official World Championship races under the name of the Grand Prix of the Netherlands between 1952 and 1985, with a few interruptions. In 1959 the World Road Championships were held on the circuit. The circuit winds its way through the dunes north of Zandvoort. The original course character consists mainly of fast curves and a hairpin curve after start and finish. The film Grand Prix shows a continuous lap from the driver's perspective, shot in 1966. Since the track no longer met the safety standards after 1971 - the F1 racing driver Piers Courage had already had an accident here at the GP on 21 June 1970 and was burned in his car - it was rebuilt and only re-included in the Formula 1 calendar in 1973. A new chicane with the name Panorama had been added, but despite the new standards the British driver Roger Williamson died at the GP on 29 July 1973, he also burned in his F1 car. Another chicane was added in 1979. On 20 July 1980, the German Formula 2 racing driver Hans-Georg Bürger also died in an accident here during a race to the Formula 2 European Championship. After 1985 the Formula 1 did not appear any more in Zandvoort. In 1998 the circuit was last rebuilt and extended to its current length of 4.26 km. The track is still used for various racing events such as the Deutsche Tourenwagen Masters (DTM), the World Touring Car Championship (WTCC), the A1-GP series and some national races.

From 2001 to 2018 the race track was part of the DTM calendar without interruption.

In May 2019, it was announced that Formula 1 would return to Zandvoort from 2020 after a 35-year interruption. The contract is initially dated until 2023, and the date is expected to be set at the beginning of the racing calendar.

Characteristic is the roller coaster ride, because it is constantly over hills, but also treacherous hilltops and bumps. Also very special is the permanent dune sand, which is blown by the coastal wind on and over the roadway.

❖ GPL 67 Patch v1.3 / GPL 1.3 Community Patch / Long Track Patch

This patch adds long track support, extra tracks support (1024), track/mod specific track.ini support, mod specific graphics support, mod specific program covers support, mod specific layout menus and some other things.

❖ GPL Head Movement Patch

This demo has the patch applied that moves the driver`s head in reaction to steering forces.

❖ GPL No Letterbox Patch

This demo has the patch applied that removes the top and bottom black bars for a larger viewing area.

❖ Force Feedback 2 Patch

This demo has the patch applied that reduces Force Feedback (FFB) latency and removes all non-physics forces. By default the core.ini file of this demo has these FFB settings:

```
[ Joy ]
;Force Feedback 2 Patch Settings
allow_force_feedback = 1              ; Use FF if device has it 0 = No *  1 = Yes
force_feedback_damping = 0            ; force feedback damping coefficient - Default = 0
force_feedback_latency = 0            ; force feedback latency (secs) - Default = 0
max_steering_torque = 400  ; steering torque in N*in giving max device force - Default = 400
                                      ; FFB steer vibe freq mult = 0.2000000
```

If you want to change the Force Feedback (FFB) settings for your wheel go to C:\GPL 2020 Demo\ and edit the values of the core.ini file.

Note: The higher the value of max_steering_torque, the lower the forces. For heavier cars, like sports cars, you may want to use 450, 500 or even 600 instead of 400.

Tip: Windows Game Controller settings for a Thrustmaster T500 RS wheel:

- Wheel rotation/angle: 540°
- Forces settings: 60 % total strength of all forces and for any single force
- Automatic centering: by the game (recommended)

How to start playing?

1. These are the simplest steps for you to drive the GPL 2020 Demo as quickly as possible. When you have used the installer, use the link GPL 2020 Demo on your desktop, or go to your Windows Start menu and look for the GPL 2020 Demo entry to start the demo. Or if you have downloaded the zip version, unpack the zip and start the demo by double clicking on the gpl2020demo.exe file.

2. In general, GPL uses the **green button** to go forward and the **red button** or **<Escape>** key to go back. The first time you start the demo, you will need to select and calibrate your controls and set your screen resolution as shown in steps 3, 4, and 5.

3. Click the **Options** button. Click the right arrow button until the Controls Menu is displayed.

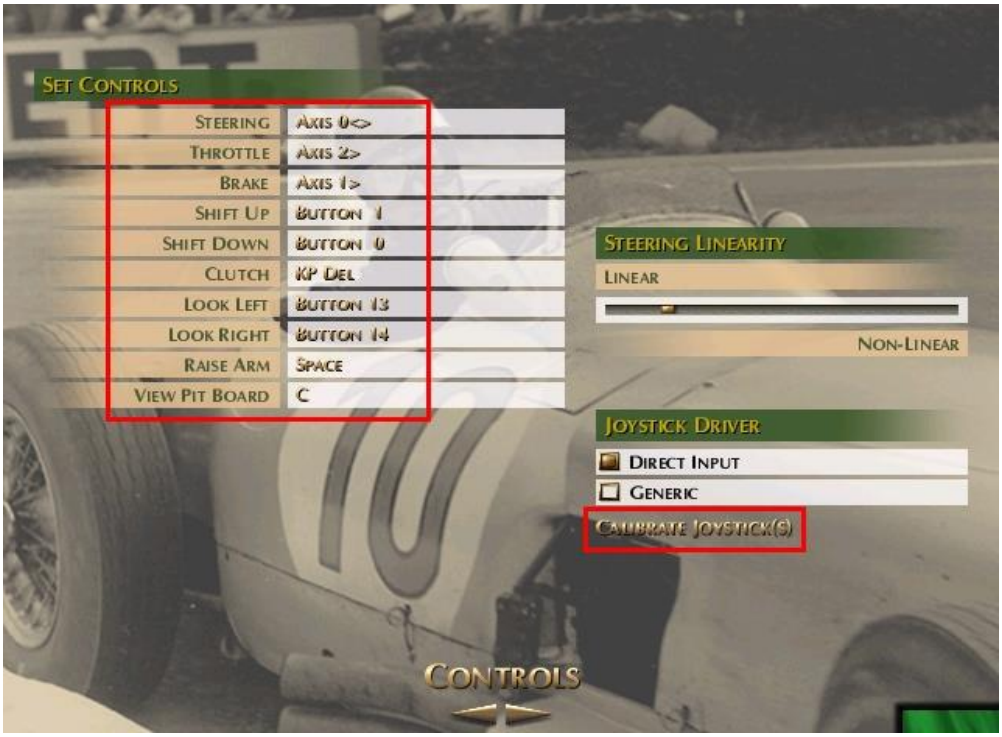
   A. Click the Steering field and turn your steering wheel to select it.
   B. Click the Throttle field and depress your throttle to select it.
   C. Click the Brake field and depress your brake pedal to select it.
   D. Click the Shift Up field and depress your shift up button to select it.
   E. Click the Shift Down field and depress your shift down button to select it.

4. Click the **Calibrate Joystick(s)** button.

   A. Turn your steering wheel all the way to the left, then all the way to the right, then back to center.
   B. Fully depress then release your throttle pedal.
   C. Fully depress then release your brake pedal.
   D. Click the OK button to return to the Controls Menu.

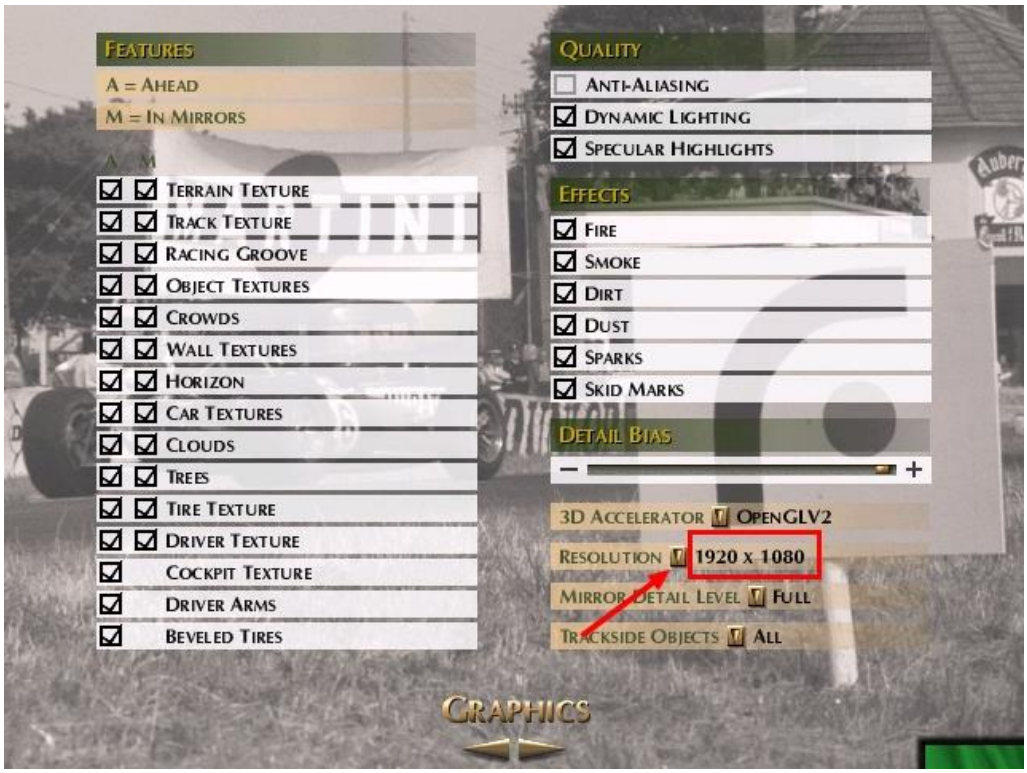
   The GPL 2020 Demo supports modern Force Feedback wheels, gamepads and keyboards.

Tip: When you configure your wheel for the first time, it may happen that you cannot assign your Brake even so the demo detects it. If this happens, assign for example the >B< key (or any other key) on your keyboard just to be able to exit the Controls Assign window. Then click on the Calibrate Joystick(s) button. The Brake Axis 1 will display Unassigned, but even so you will be able to push your brake pedal and the calibration menu will show it. Calibrate your Steering, Throttle, Brake and Clutch, then click the OK button. Go back to the Joystick Calibration menu. Now you will be able to assign the brake pedal instead of the >B< key. Click on the Calibrate Joystick(s) button again. Calibrate your Steering, Throttle, Brake and Clutch again, then click the OK button.



5. Click the right arrow button until the **Graphics** menu is displayed.

   A. The demo initially starts with the **OpenGLv2 rasterizer** for the **3D accelerator**. You may find that the **Direct3D7v2 rasterizer** works better depending on your PC`s configuration. You have to test what works best on your system. For details please read the next paragraph.
   B. Select your screen resolution in the drop down list. If your screen resolution isn't displayed in the list, select the nearest available resolution.
   C. Click the green button to return to the Main menu.



6. Click the green button to enter the Track Select menu in the Training mode for practice driving. If the Training mode is not displayed, click the right arrow button until it is.

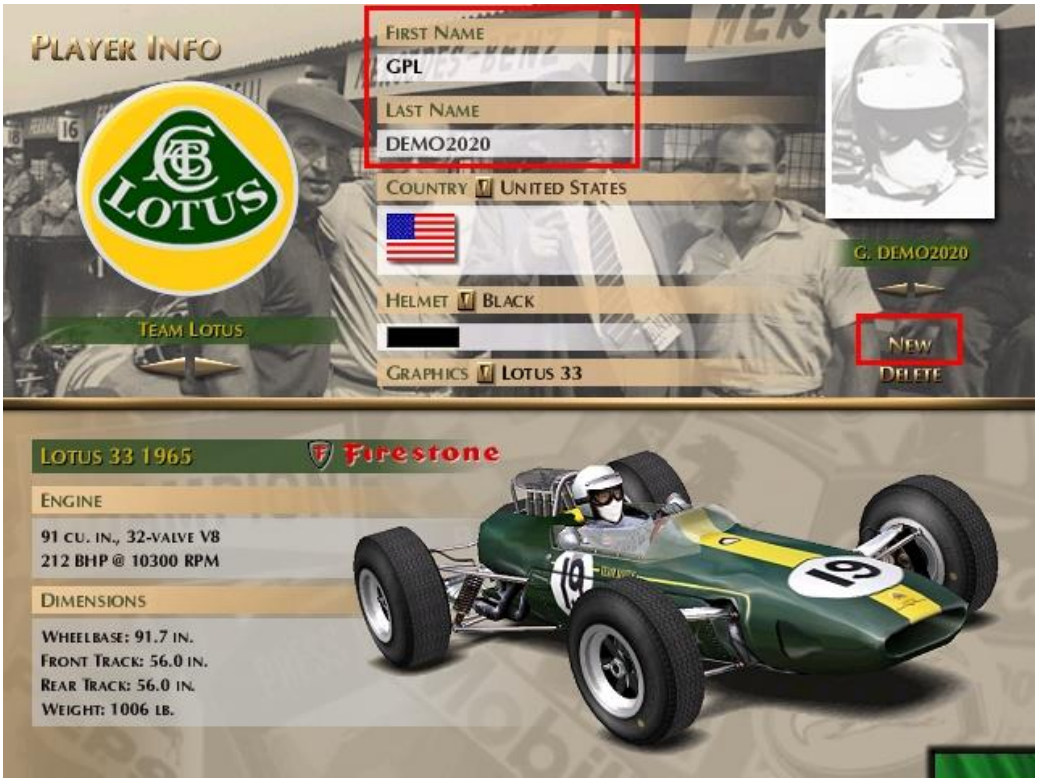
7. Click the green button to enter the Track Session menu.

8. Click the green button to enter the car and drive it. You will be in the 1965 Lotus 33 on the Road America track.

9. When finished driving, press the keyboard <Escape> key and then press the keyboard <Enter> key to exit the car and return to the Track Session menu. If and when you crash, press the <Shift> and <R> keys together to return to the track.

10. GPL does not run in a normal PC window so follow these steps to exit the demo: Click the red button, OK button, red button, red button, then any key.

This demo comes preloaded with a demo driver profile GPL Demo2020. You can create a **new player** with your name by going to the main menu **Player Info** and click the New button.



OpenGL v2 or Direct3D7 v2 rasterizer as 3D accelerator?

The demo initially starts with the OpenGLv2 rasterizer for the 3D accelerator. You may find that the Direct3D7v2 rasterizer works better depending on your PC`s configuration. You have to test what works best on your system. You can find the two different rasterizers in your demo installation in C:\GPL 2020 Demo\rasterizer config files\.

Just copy the app.ini of the rasterizer you want to use into your main demo folder C:\GPL 2020 Demo\ and let Windows override the existing file. If you want to go back to the other rasterizer just copy the other app.ini in your main demo folder.

How to get the best graphics?

The GPL 2020 Demo comes already with optimized graphics settings in the core.ini file which is located in your main demo folder C:\GPL 2020 Demo\.

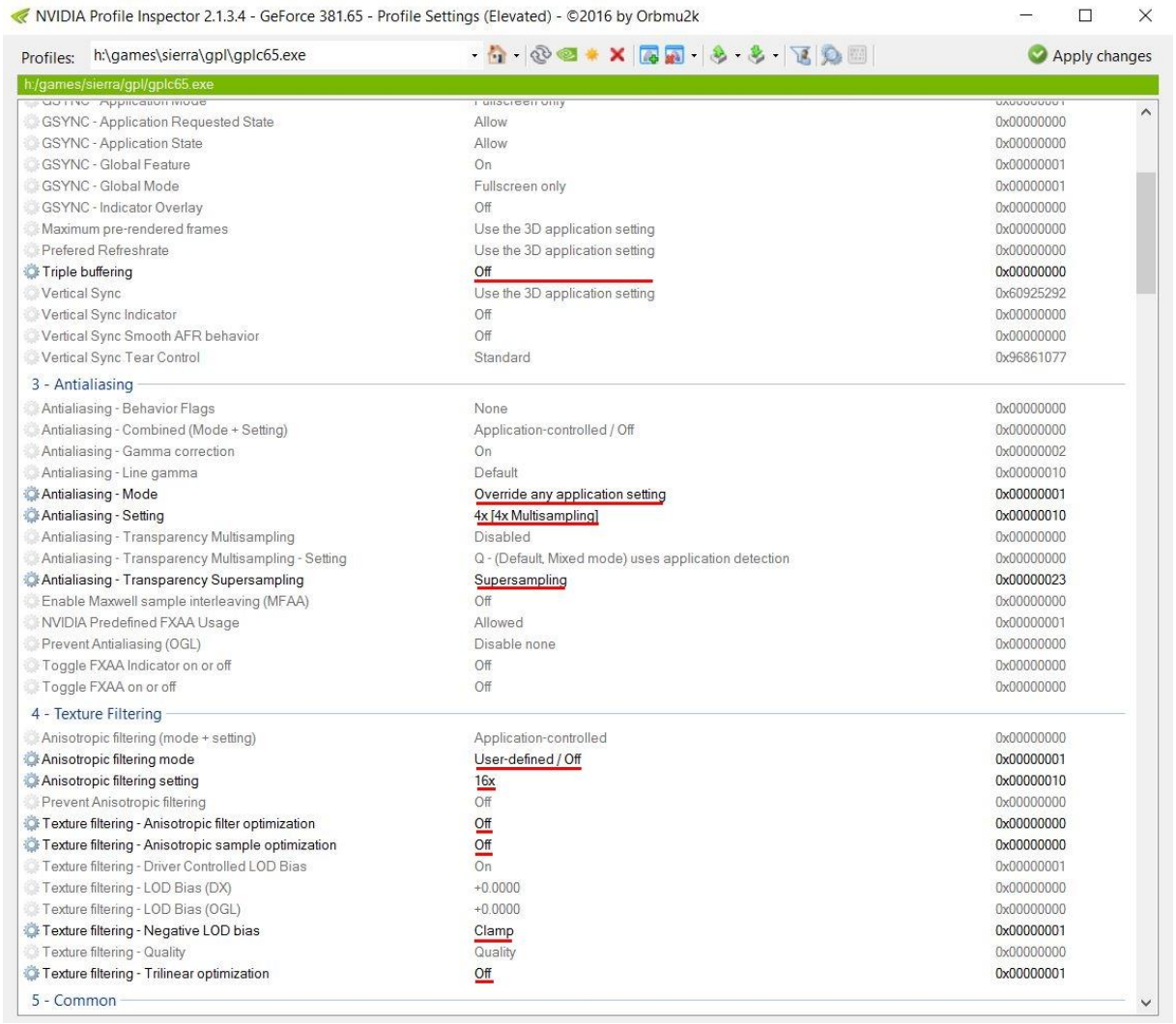
But you can improve the graphics inside your graphics card driver menu. If you are using a NVIDIA graphics card, I recommend using the NVIDIA Profile Inspector for advanced graphics settings. The Antialiasing Supersampling is e.g. not adjustable in the standard NVIDIA control panel. Download NVIDIA Profile Inspector here: https://nvidiaprofileinspector.com/

When this guide was created, the current version was NVIDIA Profile Inspector 3.5.0.0.

In order to use the NVIDIA Profile Inspector with the demo you have to create a profile for the gpl2020demo.exe and also for any GPL mod that you might install. For example for the GPL F1 1955 mod you would need to create a profile for the gplc55.exe.

NVIDIA Profile Inspector DmW 3.50 - GeForce 436.30 - Profile Settings (Elevated) - ©2017 by Orbmu2k - Modified by DeadManWal...
Profiles:
C:\GPL 2020 Demo\gpl2020demo.exe
Apply changes
h:/games/gpl 2020 demo/gpl2020demo.exe

Below you'll first see **very moderate graphics settings** for a **NVIDIA GeForce GTX 970 graphics card**, as a compromise between detail and good frame rate for races with a full starter field. Please scroll further down for the settings for an AMD Radeon graphics card.

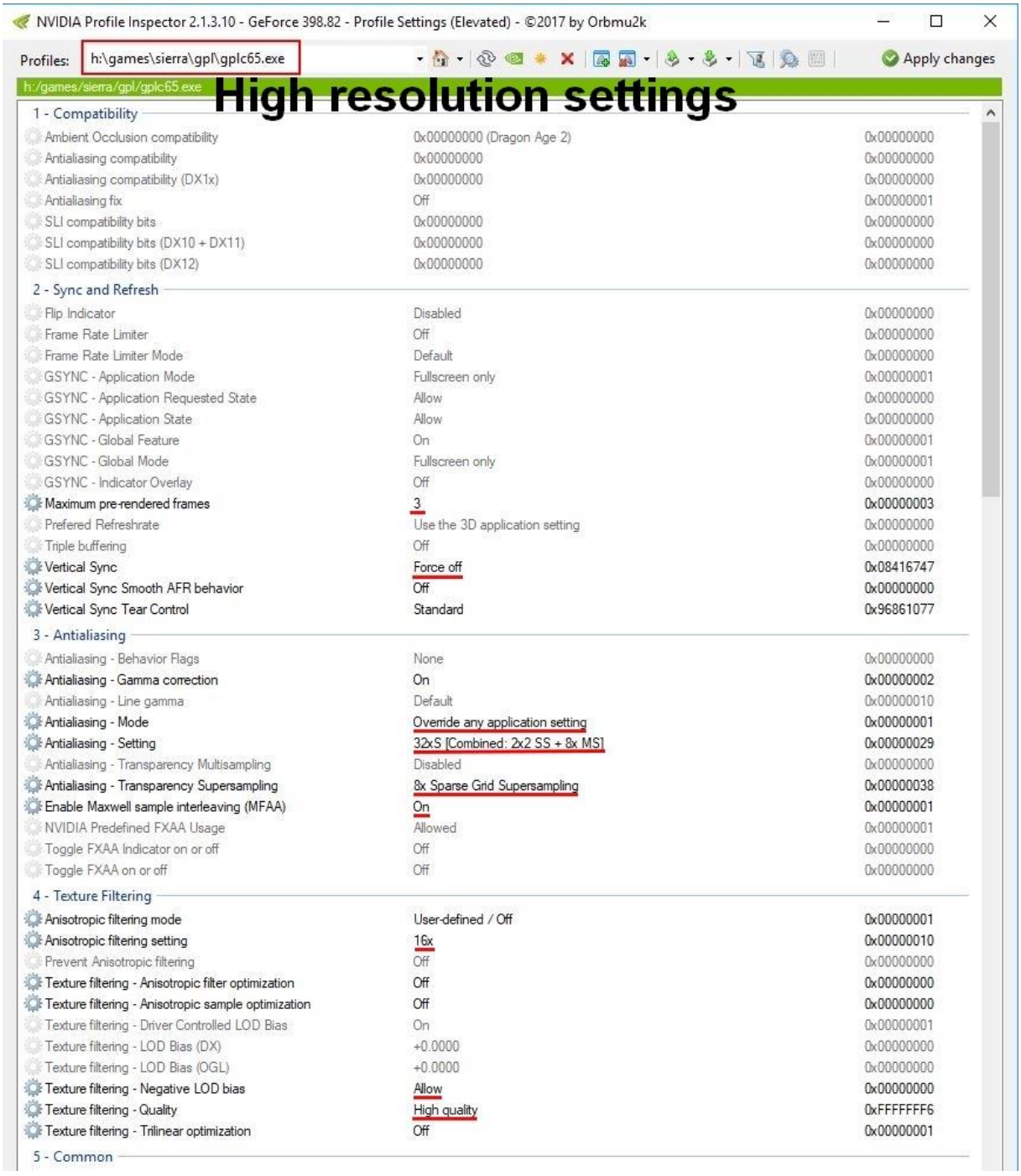

NVIDIA Profile Inspector 2.1.3.4 - GeForce 381.65 - Profile Settings (Elevated) - ©2016 by Orbmu2k
Profiles:
h:\games\sierra\gpl\gplc65.exe
Apply changes
h:/games/sierra/gpl/gplc65.exe
GSYNC - Application Requested State Allow 0x00000000
GSYNC - Application State Allow 0x00000000
GSYNC - Global Feature On 0x00000001
GSYNC - Global Mode Fullscreen only 0x00000001
GSYNC - Indicator Overlay Off 0x00000000
Maximum pre-rendered frames Use the 3D application setting 0x00000000
Prefered Refreshrate Use the 3D application setting 0x00000000
Triple buffering Off 0x00000000
Vertical Sync Use the 3D application setting 0x60925292
Vertical Sync Indicator Off 0x00000000
Vertical Sync Smooth AFR behavior Off 0x00000000
Vertical Sync Tear Control Standard 0x96861077
3 - Antialiasing
Antialiasing - Behavior Flags None 0x00000000
Antialiasing - Combined (Mode + Setting) Application-controlled / Off 0x00000000
Antialiasing - Gamma correction On 0x00000002
Antialiasing - Line gamma Default 0x00000010
Antialiasing - Mode Override any application setting 0x00000001
Antialiasing - Setting 4x [4x Multisampling] 0x00000010
Antialiasing - Transparency Multisampling Disabled 0x00000000
Antialiasing - Transparency Multisampling - Setting Q - (Default, Mixed mode) uses application detection 0x00000000
Antialiasing - Transparency Supersampling Supersampling 0x00000023
Enable Maxwell sample interleaving (MFAA) Off 0x00000000
NVIDIA Predefined FXAA Usage Allowed 0x00000001
Prevent Antialiasing (OGL) Disable none 0x00000000
Toggle FXAA Indicator on or off Off 0x00000000
Toggle FXAA on or off Off 0x00000000
4 - Texture Filtering
Anisotropic filtering (mode + setting) Application-controlled 0x00000000
Anisotropic filtering mode User-defined / Off 0x00000001
Anisotropic filtering setting 16x 0x00000010
Prevent Anisotropic filtering Off 0x00000000
Texture filtering - Anisotropic filter optimization Off 0x00000000
Texture filtering - Anisotropic sample optimization Off 0x00000000
Texture filtering - Driver Controlled LOD Bias On 0x00000001
Texture filtering - LOD Bias (DX) +0.0000 0x00000000
Texture filtering - LOD Bias (OGL) +0.0000 0x00000000
Texture filtering - Negative LOD bias Clamp 0x00000001
Texture filtering - Quality Quality 0x00000000
Texture filtering - Trilinear optimization Off 0x00000001
5 - Common

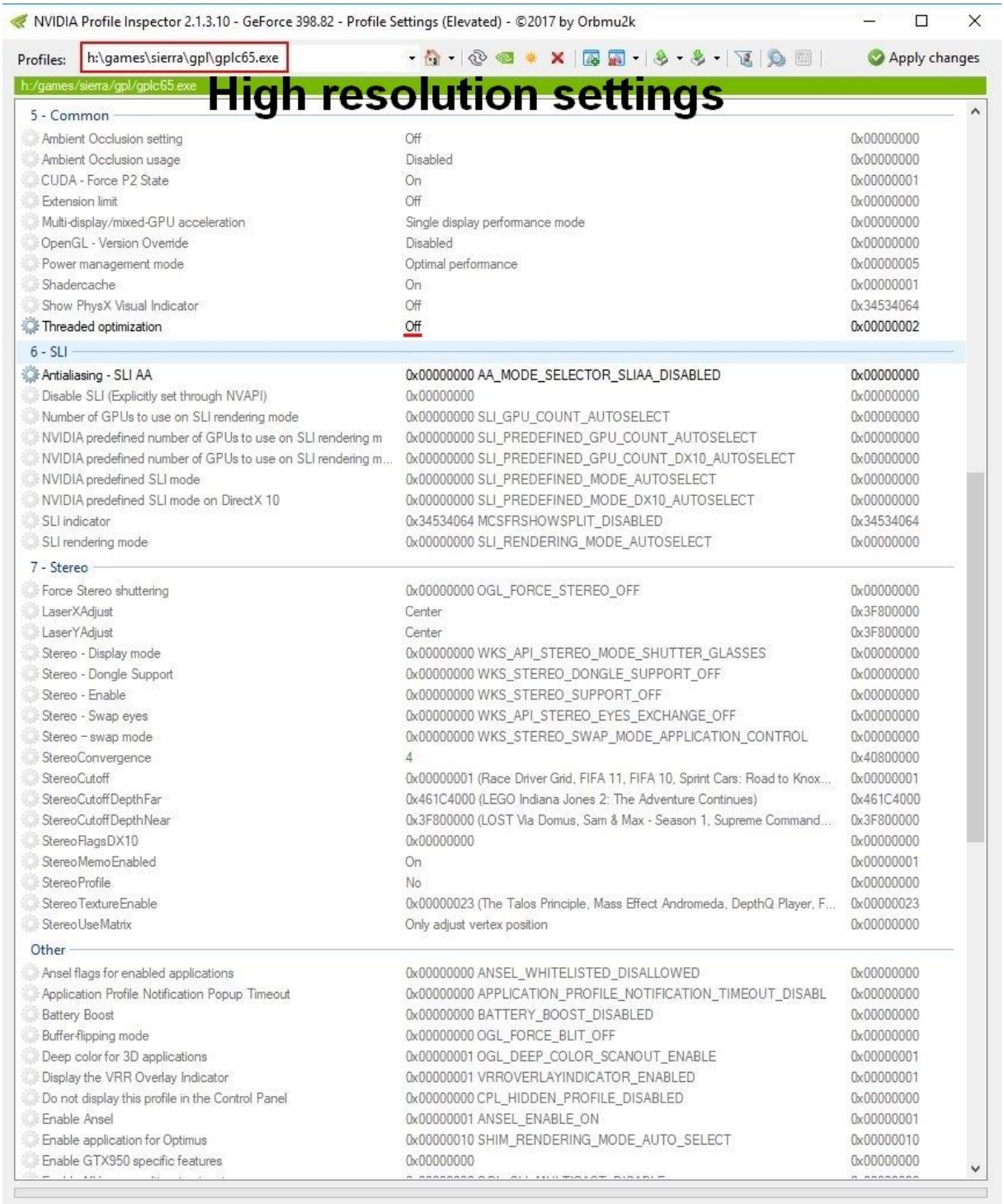
Raise the values for Antialiasing - Setting and Antialiasing - Transparency Supersampling when you think your PC system can handle it. But do a quick test race with a full grid after each value you have changed to see if GPL still runs smoothly with full 36 FPS (frames per second).

Tip: I highly recommend creating a backup of your profiles for NVIDIA Profile Inspector. Click on the button Export user defined profiles and choose the option Export all driver profiles.

As it can happen that your profiles are gone after a major Windows update and also after a NVIDIA graphics card driver update.

Below you can now see **high-resolution graphics settings** for a **NVIDIA GeForce GTX 970 graphics card** for the best possible graphics. These settings can cause frame rate drops on weaker PC systems.


NVIDIA Profile Inspector 2.1.3.10 - GeForce 398.82 - Profile Settings (Elevated) - ©2017 by Orbmu2k
Profiles: h:\games\sierra\gpl\gplc65.exe
Apply changes
h:/games/sierra/gpl/gplc65.exe
High resolution settings
1 - Compatibility
Ambient Occlusion compatibility 0x00000000 (Dragon Age 2) 0x00000000
Antialiasing compatibility 0x00000000 0x00000000
Antialiasing compatibility (DX1x) 0x00000000 0x00000000
Antialiasing fix Off 0x00000001
SLI compatibility bits 0x00000000 0x00000000
SLI compatibility bits (DX10 + DX11) 0x00000000 0x00000000
SLI compatibility bits (DX12) 0x00000000 0x00000000
2 - Sync and Refresh
Flip Indicator Disabled 0x00000000
Frame Rate Limiter Off 0x00000000
Frame Rate Limiter Mode Default 0x00000000
GSYNC - Application Mode Fullscreen only 0x00000001
GSYNC - Application Requested State Allow 0x00000000
GSYNC - Application State Allow 0x00000000
GSYNC - Global Feature On 0x00000001
GSYNC - Global Mode Fullscreen only 0x00000001
GSYNC - Indicator Overlay Off 0x00000000
Maximum pre-rendered frames 3 0x00000003
Prefered Refreshrate Use the 3D application setting 0x00000000
Triple buffering Off 0x00000000
Vertical Sync Force off 0x08416747
Vertical Sync Smooth AFR behavior Off 0x00000000
Vertical Sync Tear Control Standard 0x96861077
3 - Antialiasing
Antialiasing - Behavior Flags None 0x00000000
Antialiasing - Gamma correction On 0x00000002
Antialiasing - Line gamma Default 0x00000010
Antialiasing - Mode Override any application setting 0x00000001
Antialiasing - Setting 32xS [Combined: 2x2 SS + 8x MS] 0x00000029
Antialiasing - Transparency Multisampling Disabled 0x00000000
Antialiasing - Transparency Supersampling 8x Sparse Grid Supersampling 0x00000038
Enable Maxwell sample interleaving (MFAA) On 0x00000001
NVIDIA Predefined FXAA Usage Allowed 0x00000001
Toggle FXAA Indicator on or off Off 0x00000000
Toggle FXAA on or off Off 0x00000000
4 - Texture Filtering
Anisotropic filtering mode User-defined / Off 0x00000001
Anisotropic filtering setting 16x 0x00000010
Prevent Anisotropic filtering Off 0x00000000
Texture filtering - Anisotropic filter optimization Off 0x00000000
Texture filtering - Anisotropic sample optimization Off 0x00000000
Texture filtering - Driver Controlled LOD Bias On 0x00000001
Texture filtering - LOD Bias (DX) +0.0000 0x00000000
Texture filtering - LOD Bias (OGL) +0.0000 0x00000000
Texture filtering - Negative LOD bias Allow 0x00000000
Texture filtering - Quality High quality 0xFFFFFFF6
Texture filtering - Trilinear optimization Off 0x00000001
5 - Common


NVIDIA Profile Inspector 2.1.3.10 - GeForce 398.82 - Profile Settings (Elevated) - ©2017 by Orbmu2k
Profiles:
h:\games\sierra\gpl\gplc65.exe
Apply changes
h:/games/sierra/gpl/gplc65.exe
High resolution settings
5 - Common
Ambient Occlusion setting Off 0x00000000
Ambient Occlusion usage Disabled 0x00000000
CUDA - Force P2 State On 0x00000001
Extension limit Off 0x00000000
Multi-display/mixed-GPU acceleration Single display performance mode 0x00000000
OpenGL - Version Override Disabled 0x00000000
Power management mode Optimal performance 0x00000005
Shadercache On 0x00000001
Show PhysX Visual Indicator Off 0x34534064
Threaded optimization Off 0x00000002
6 - SLI
Antialiasing - SLI AA 0x00000000 AA_MODE_SELECTOR_SLIAA_DISABLED 0x00000000
Disable SLI (Explicitly set through NVAPI) 0x00000000 0x00000000
Number of GPUs to use on SLI rendering mode 0x00000000 SLI_GPU_COUNT_AUTOSELECT 0x00000000
NVIDIA predefined number of GPUs to use on SLI rendering m 0x00000000 SLI_PREDEFINED_GPU_COUNT_AUTOSELECT 0x00000000
NVIDIA predefined number of GPUs to use on SLI rendering m... 0x00000000 SLI_PREDEFINED_GPU_COUNT_DX10_AUTOSELECT 0x00000000
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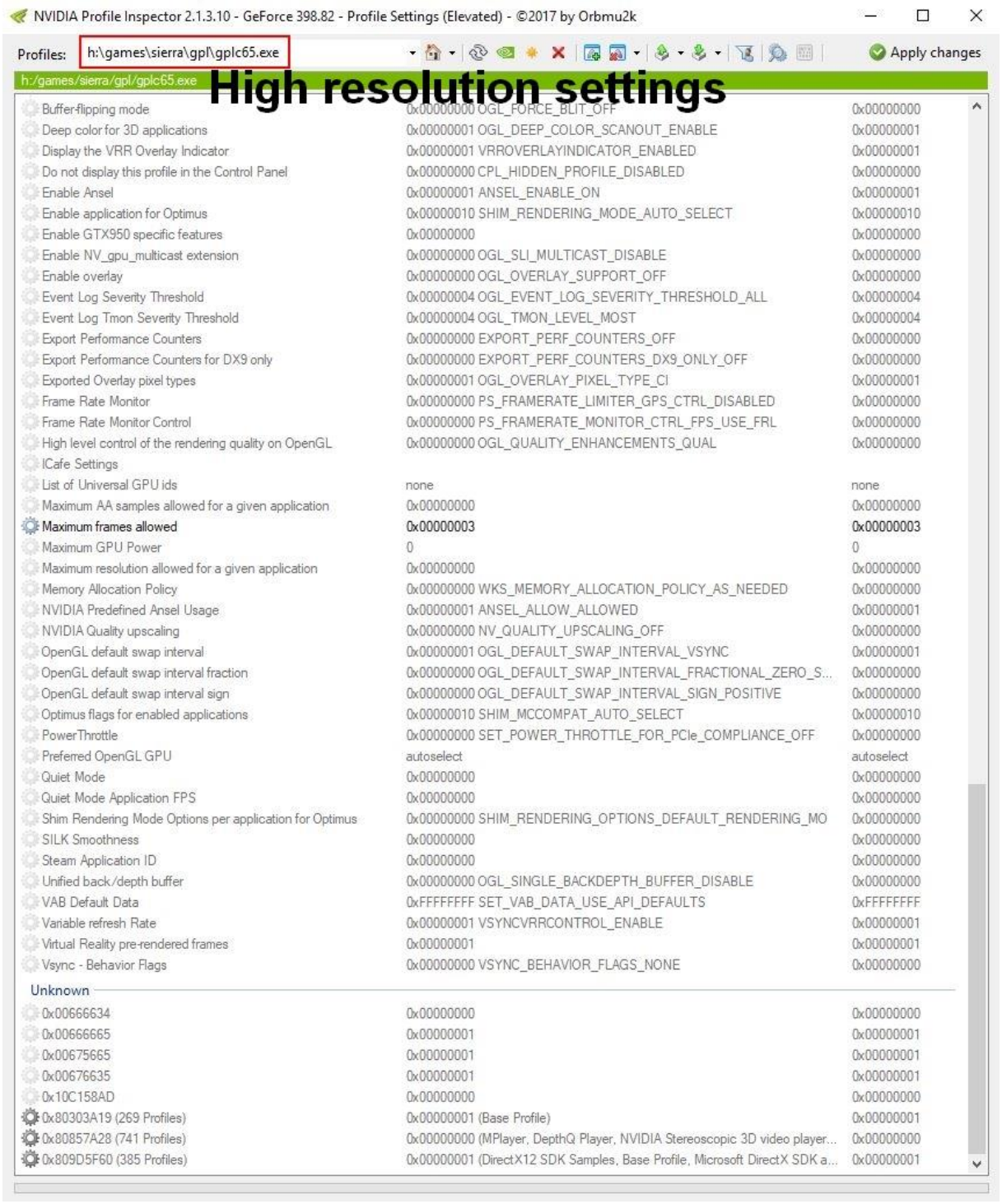
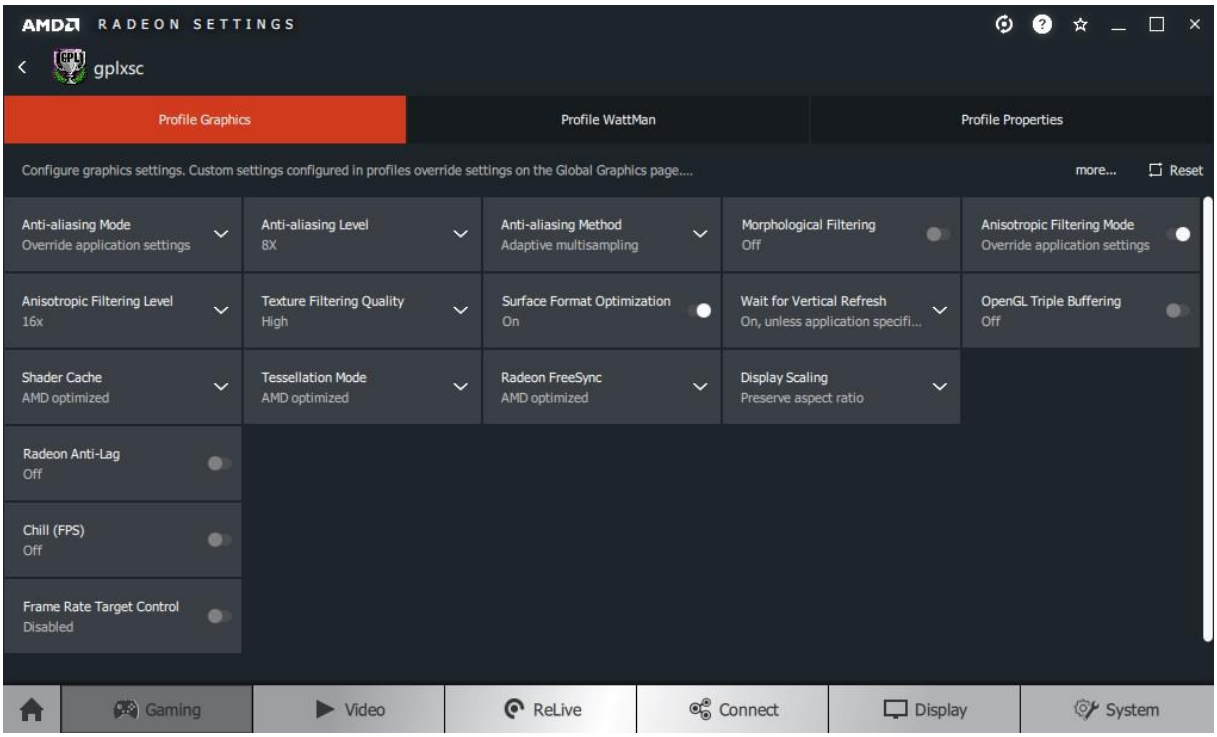
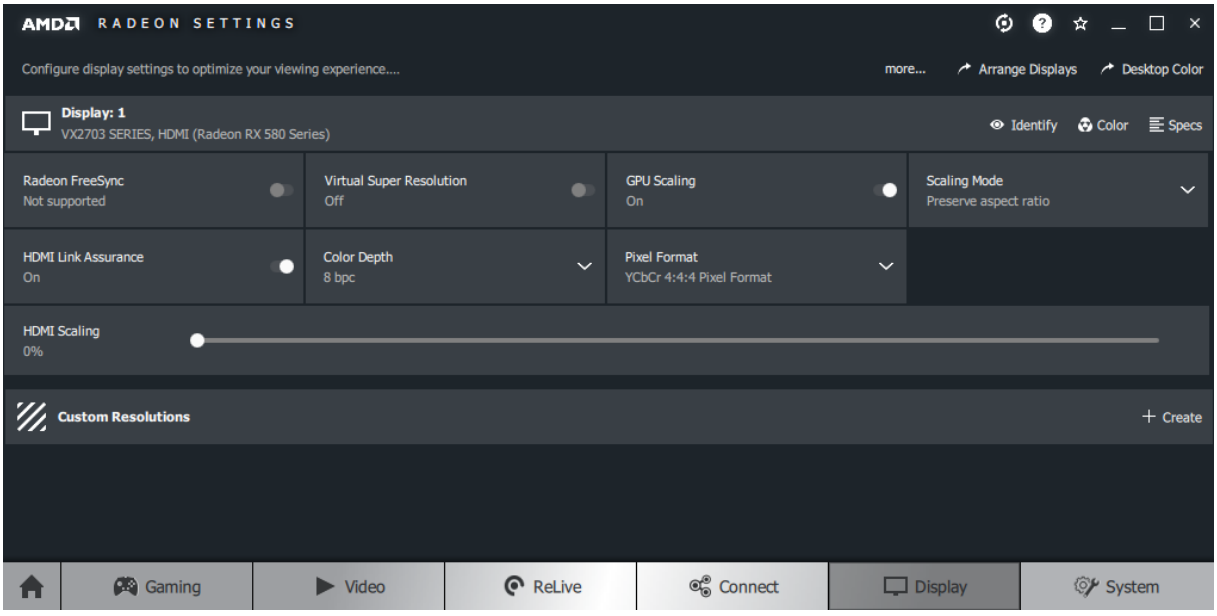
NVIDIA predefined SLI mode on DirectX 10 0x00000000 SLI_PREDEFINED_MODE_DX10_AUTOSELECT 0x00000000
SLI indicator 0x34534064 MCSFRSHOWSPLIT_DISABLED 0x34534064
SLI rendering mode 0x00000000 SLI_RENDERING_MODE_AUTOSELECT 0x00000000
7 - Stereo
Force Stereo shuttering 0x00000000 OGL_FORCE_STEREO_OFF 0x00000000
LaserXAdjust Center 0x3F800000
LaserYAdjust Center 0x3F800000
Stereo - Display mode 0x00000000 WKS_API_STEREO_MODE_SHUTTER_GLASSES 0x00000000
Stereo - Dongle Support 0x00000000 WKS_STEREO_DONGLE_SUPPORT_OFF 0x00000000
Stereo - Enable 0x00000000 WKS_STEREO_SUPPORT_OFF 0x00000000
Stereo - Swap eyes 0x00000000 WKS_API_STEREO_EYES_EXCHANGE_OFF 0x00000000
Stereo – swap mode 0x00000000 WKS_STEREO_SWAP_MODE_APPLICATION_CONTROL 0x00000000
StereoConvergence 4 0x40800000
StereoCutoff 0x00000001 (Race Driver Grid, FIFA 11, FIFA 10, Sprint Cars: Road to Knox... 0x00000001
StereoCutoffDepthFar 0x461C4000 (LEGO Indiana Jones 2: The Adventure Continues) 0x461C4000
StereoCutoffDepthNear 0x3F800000 (LOST Via Domus, Sam & Max - Season 1, Supreme Command... 0x3F800000
StereoFlagsDX10 0x00000000 0x00000000
StereoMemoEnabled On 0x00000001
StereoProfile No 0x00000000
StereoTextureEnable 0x00000023 (The Talos Principle, Mass Effect Andromeda, DepthQ Player, F... 0x00000023
StereoUseMatrix Only adjust vertex position 0x00000000
Other
Ansel flags for enabled applications 0x00000000 ANSEL_WHITELISTED_DISALLOWED 0x00000000
Application Profile Notification Popup Timeout 0x00000000 APPLICATION_PROFILE_NOTIFICATION_TIMEOUT_DISABL 0x00000000
Battery Boost 0x00000000 BATTERY_BOOST_DISABLED 0x00000000
Buffer-flipping mode 0x00000000 OGL_FORCE_BLIT_OFF 0x00000000
Deep color for 3D applications 0x00000001 OGL_DEEP_COLOR_SCANOUT_ENABLE 0x00000001
Display the VRR Overlay Indicator 0x00000001 VRROVERLAYINDICATOR_ENABLED 0x00000001
Do not display this profile in the Control Panel 0x00000000 CPL_HIDDEN_PROFILE_DISABLED 0x00000000
Enable Ansel 0x00000001 ANSEL_ENABLE_ON 0x00000001
Enable application for Optimus 0x00000010 SHIM_RENDERING_MODE_AUTO_SELECT 0x00000010
Enable GTX950 specific features 0x00000000 0x00000000


NVIDIA Profile Inspector 2.1.3.10 - GeForce 398.82 - Profile Settings (Elevated) - ©2017 by Orbmu2k
Profiles:
h:\games\sierra\gpl\gplc65.exe
Apply changes
h:/games/sierra/gpl/gplc65.exe
High resolution settings
Buffer-flipping mode 0x00000000 OGL_FORCE_BLIT_OFF 0x00000000
Deep color for 3D applications 0x00000001 OGL_DEEP_COLOR_SCANOUT_ENABLE 0x00000001
Display the VRR Overlay Indicator 0x00000001 VRROVERLAYINDICATOR_ENABLED 0x00000001
Do not display this profile in the Control Panel 0x00000000 CPL_HIDDEN_PROFILE_DISABLED 0x00000000
Enable Ansel 0x00000001 ANSEL_ENABLE_ON 0x00000001
Enable application for Optimus 0x00000010 SHIM_RENDERING_MODE_AUTO_SELECT 0x00000010
Enable GTX950 specific features 0x00000000 0x00000000
Enable NV_gpu_multicast extension 0x00000000 OGL_SLI_MULTICAST_DISABLE 0x00000000
Enable overlay 0x00000000 OGL_OVERLAY_SUPPORT_OFF 0x00000000
Event Log Severity Threshold 0x00000004 OGL_EVENT_LOG_SEVERITY_THRESHOLD_ALL 0x00000004
Event Log Tmon Severity Threshold 0x00000004 OGL_TMON_LEVEL_MOST 0x00000004
Export Performance Counters 0x00000000 EXPORT_PERF_COUNTERS_OFF 0x00000000
Export Performance Counters for DX9 only 0x00000000 EXPORT_PERF_COUNTERS_DX9_ONLY_OFF 0x00000000
Exported Overlay pixel types 0x00000001 OGL_OVERLAY_PIXEL_TYPE_CI 0x00000001
Frame Rate Monitor 0x00000000 PS_FRAMERATE_LIMITER_GPS_CTRL_DISABLED 0x00000000
Frame Rate Monitor Control 0x00000000 PS_FRAMERATE_MONITOR_CTRL_FPS_USE_FRL 0x00000000
High level control of the rendering quality on OpenGL 0x00000000 OGL_QUALITY_ENHANCEMENTS_QUAL 0x00000000
ICafe Settings
List of Universal GPU ids none none
Maximum AA samples allowed for a given application 0x00000000 0x00000000
Maximum frames allowed 0x00000003 0x00000003
Maximum GPU Power 0 0
Maximum resolution allowed for a given application 0x00000000 0x00000000
Memory Allocation Policy 0x00000000 WKS_MEMORY_ALLOCATION_POLICY_AS_NEEDED 0x00000000
NVIDIA Predefined Ansel Usage 0x00000001 ANSEL_ALLOW_ALLOWED 0x00000001
NVIDIA Quality upscaling 0x00000000 NV_QUALITY_UPSCALING_OFF 0x00000000
OpenGL default swap interval 0x00000001 OGL_DEFAULT_SWAP_INTERVAL_VSYNC 0x00000001
OpenGL default swap interval fraction 0x00000000 OGL_DEFAULT_SWAP_INTERVAL_FRACTIONAL_ZERO_S... 0x00000000
OpenGL default swap interval sign 0x00000000 OGL_DEFAULT_SWAP_INTERVAL_SIGN_POSITIVE 0x00000000
Optimus flags for enabled applications 0x00000010 SHIM_MCCOMPAT_AUTO_SELECT 0x00000010
PowerThrottle 0x00000000 SET_POWER_THROTTLE_FOR_PCIe_COMPLIANCE_OFF 0x00000000
Preferred OpenGL GPU autoselect autoselect
Quiet Mode 0x00000000 0x00000000
Quiet Mode Application FPS 0x00000000 0x00000000
Shim Rendering Mode Options per application for Optimus 0x00000000 SHIM_RENDERING_OPTIONS_DEFAULT_RENDERING_MO 0x00000000
SILK Smoothness 0x00000000 0x00000000
Steam Application ID 0x00000000 0x00000000
Unified back./depth buffer 0x00000000 OGL_SINGLE_BACKDEPTH_BUFFER_DISABLE 0x00000000
VAB Default Data 0xFFFFFFFF SET_VAB_DATA_USE_API_DEFAULTS 0xFFFFFFFF
Variable refresh Rate 0x00000001 VSYNCVRRCONTROL_ENABLE 0x00000001
Virtual Reality pre-rendered frames 0x00000001 0x00000001
Vsync - Behavior Flags 0x00000000 VSYNC_BEHAVIOR_FLAGS_NONE 0x00000000
Unknown
0x00666634 0x00000000 0x00000000
0x00666665 0x00000001 0x00000001
0x00675665 0x00000001 0x00000001
0x00676635 0x00000001 0x00000001
0x10C158AD 0x00000000 0x00000000
0x80303A19 (269 Profiles) 0x00000001 (Base Profile) 0x00000001
0x80857A28 (741 Profiles) 0x00000000 (MPlayer, DepthQ Player, NVIDIA Stereoscopic 3D video player... 0x00000000
0x809D5F60 (385 Profiles) 0x00000001 (DirectX12 SDK Samples, Base Profile, Microsoft DirectX SDK a... 0x00000001

Below you see **high resolution settings** for an **AMD Radeon RX 580 graphics card**.





How do I run GPL on a laptop?

See: http://srmz.net/index.php?showtopic=12523

GENERAL GAME TIPS

Keyboard Hotkeys

The following list of keyboard hotkeys can be used from within the car:
ESC - Return to Pits/Retire
F1 - Help Display
F2 - View Replay
F3 – Options
F10 - Toggle Driving View
PAUSE - Pause/Continue Game
ALT+F - Toggle Frame Rate Display
SHIFT+R - Car Reset (see section below)
SHIFT+T - TellTale Reset

Additionally the following hotkeys are available to control the replay and live feed views:
C - Change to Next Camera
V - Change Focus to Next Driver
SHIFT+C - Change to Previous Camera
SHIFT+V - Change Focus to Previous Driver
Keypad1 (END) - Fast Forward to End
Keypad4 (Left Arrow) - Frame Rewind
Keypad5 - Play/Pause Replay
Keypad6 (Right Arrow) - Frame Advance
Keypad7 (Home) - Rewind to Start
SHIFT+Keypad4 – Rewind
SHIFT+Keypad6 - Fast Forward
Keypad (Del) - Switch to Live Feed Mode

Repairing damage and righting on overturned car

If you sustain serious damage or are otherwise unable to drive your car, you can simultaneously press <Shift> and <R> keys together to be placed upright on the racing surface with repaired damage, a fresh set of cold tires, and a topped off fuel tank.

How do I get my stick shifter of my steering wheel to work in GPL?

You need to patch your gpl2020demo.exe.
For more info have a look at the tools GPLshift and FairShift.

- GPLshift
  Website: http://www.gplshift.dk/

- FairShift
  Website: https://bitbucket.org/NitzerEbb/fairshift/wiki/Home
  SRMZ forum: http://srmz.net/index.php?showtopic=11632

Car setups

Each player's car setups in Grand Prix Legends Demo are chassis specific, and will be stored in individual track directories located in C:\GPL 2020 Demo\players\PLAYER__NAME\ setups\TRACK_NAME with the file extension of the setup designating the chassis that the setup was designed for. These are as follows:

1955 F1 Mod Setups
za1 (Mercedes W196)

1965 F1 Mod Setups
zb1 (Lotus 33)

1967 F1 Setups (Original Papyrus)
ze1 (Brabham BT24)
zf1 (Lotus 49)

1966 F1 Mod Setups
zc1 (Brabham BT19)

1969 F1 Extra Mod Setups
zi1 (Matra MS80)

1967 F2 Mod Setups
zg1 (Matra MS5)

1967 Sports Car Extra Mod Setups
zh1 (Ferrari 330/P4)

1966 Can-Am Mod Setups
zd1 (Lola T70 5.0L)

1971 Can-Am Mod Setups
zj1 (McLaren M8F)

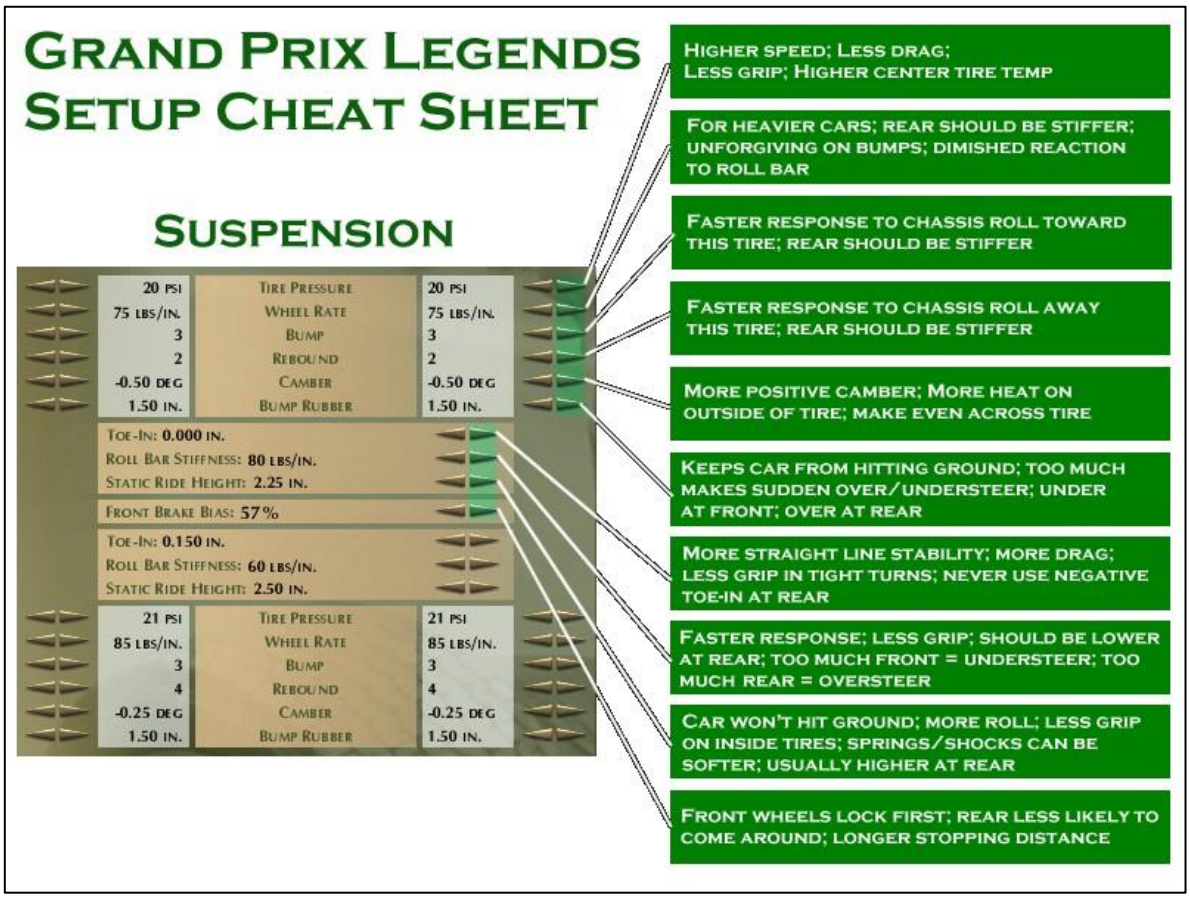
In each case the final digit in the extension will designate the car class, with 1 being Grand Prix, 2 being the Advanced Trainer, and 3 being the Novice Trainer. Thus a setup for the GP Lotus 49 would have the extension .zf1 while a setup for a novice trainer would be .zf3.

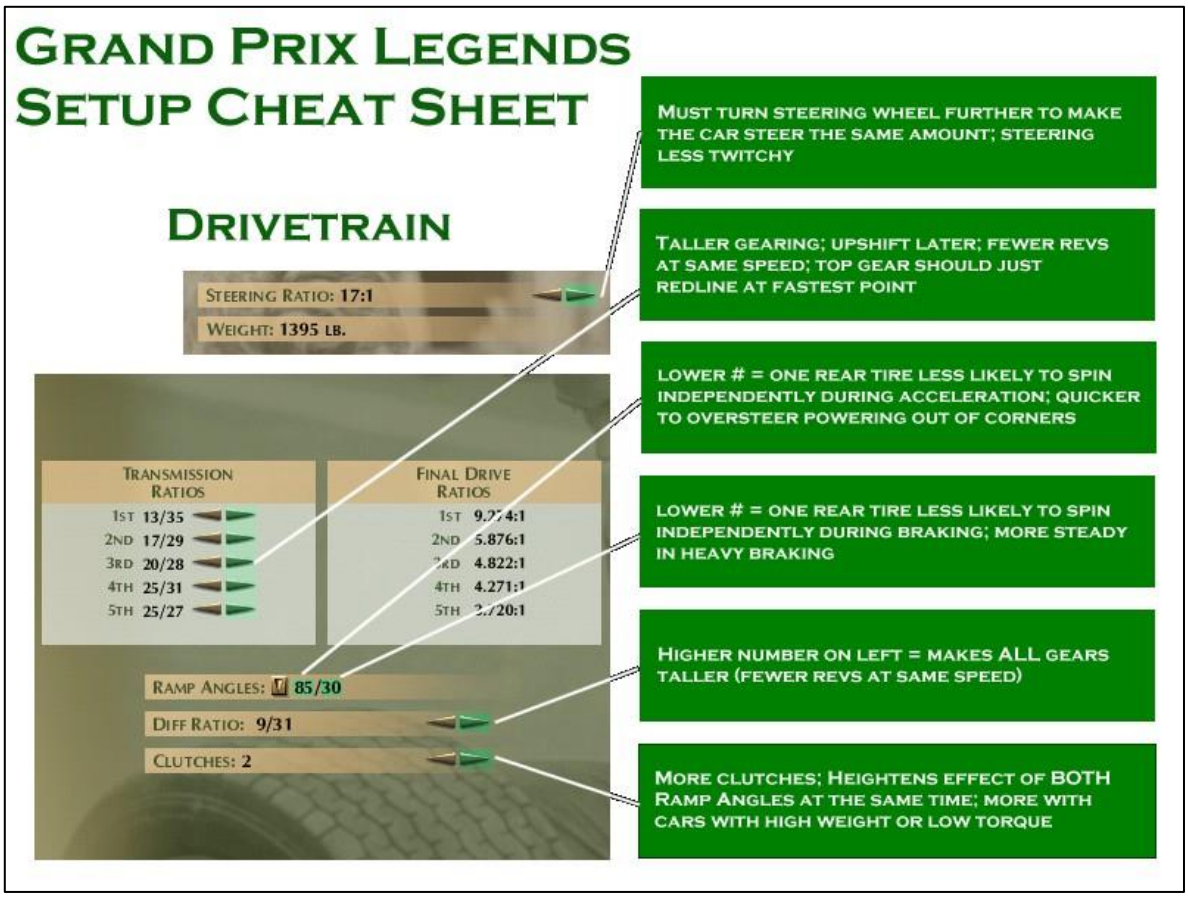
The Matra MS80 has adjustable front and rear wings and the McLaren M8F has an adjustable rear wing.

Note: Some cars include options that you can use. Have a look into the car folders located at C:\GPL 2020 Demo\cars\.

Tip: The default car setup of the 1965 F1 Lotus 33 uses a Steering Ratio of 18.1. Depending on your Force Feedback steering wheel you may want to change the wheel Steering Ratio at the Car Setup menu to 8:1, 9:1 or 10:1. For the other cars, please do the same, depending on your steering wheel and your preferences. Remember that the wheel rotation/angle setting in your Windows Game Controller setting also has an influence on your steering ratio setting of your car setup of the GPL 2020 Demo.

Here you can see **GPL setup basics**:


GRAND PRIX LEGENDS
SETUP CHEAT SHEET
SUSPENSION
20 PSI
TIRE PRESSURE
20 PSI
75 LBS/IN.
WHEEL RATE
75 LBS/IN.
3
BUMP
3
2
REBOUND
2
-0.50 DEG
CAMBER
-0.50 DEG
1.50 IN.
BUMP RUBBER
1.50 IN.
TOE-IN: 0.000 IN.
ROLL BAR STIFFNESS: 80 LBS/IN.
STATIC RIDE HEIGHT: 2.25 IN.
FRONT BRAKE BIAS: 57%
TOE-IN: 0.150 IN.
ROLL BAR STIFFNESS: 60 LBS/IN.
STATIC RIDE HEIGHT: 2.50 IN.
21 PSI
TIRE PRESSURE
21 PSI
85 LBS/IN.
WHEEL RATE
85 LBS/IN.
3
BUMP
3
4
REBOUND
4
-0.25 DEG
CAMBER
-0.25 DEG
1.50 IN.
BUMP RUBBER
1.50 IN.
HIGHER SPEED; LESS DRAG; LESS GRIP; HIGHER CENTER TIRE TEMP
FOR HEAVIER CARS; REAR SHOULD BE STIFFER; UNFORGIVING ON BUMPS; DIMISHED REACTION TO ROLL BAR
FASTER RESPONSE TO CHASSIS ROLL TOWARD THIS TIRE; REAR SHOULD BE STIFFER
FASTER RESPONSE TO CHASSIS ROLL AWAY THIS TIRE; REAR SHOULD BE STIFFER
MORE POSITIVE CAMBER; MORE HEAT ON OUTSIDE OF TIRE; MAKE EVEN ACROSS TIRE
KEEPS CAR FROM HITTING GROUND; TOO MUCH MAKES SUDDEN OVER/UNDERSTEER; UNDER AT FRONT; OVER AT REAR
MORE STRAIGHT LINE STABILITY; MORE DRAG; LESS GRIP IN TIGHT TURNS; NEVER USE NEGATIVE TOE-IN AT REAR
FASTER RESPONSE; LESS GRIP; SHOULD BE LOWER AT REAR; TOO MUCH FRONT = UNDERSTEER; TOO MUCH REAR = OVERSTEER
CAR WON'T HIT GROUND; MORE ROLL; LESS GRIP ON INSIDE TIRES; SPRINGS/SHOCKS CAN BE SOFTER; USUALLY HIGHER AT REAR
FRONT WHEELS LOCK FIRST; REAR LESS LIKELY TO COME AROUND; LONGER STOPPING DISTANCE


GRAND PRIX LEGENDS
SETUP CHEAT SHEET
DRIVETRAIN
STEERING RATIO: 17:1
WEIGHT: 1395 LB.
TRANSMISSION RATIOS
1ST 13/35
2ND 17/29
3RD 20/28
4TH 25/31
5TH 25/27
FINAL DRIVE RATIOS
1ST 9.274:1
2ND 5.876:1
3RD 4.822:1
4TH 4.271:1
5TH 3.720:1
RAMP ANGLES: 85/30
DIFF RATIO: 9/31
CLUTCHES: 2
MUST TURN STEERING WHEEL FURTHER TO MAKE THE CAR STEER THE SAME AMOUNT; STEERING LESS TWITCHY
TALLER GEARING; UPSHIFT LATER; FEWER REVS AT SAME SPEED; TOP GEAR SHOULD JUST REDLINE AT FASTEST POINT
LOWER # = ONE REAR TIRE LESS LIKELY TO SPIN INDEPENDENTLY DURING ACCELERATION; QUICKER TO OVERSTEER POWERING OUT OF CORNERS
LOWER # = ONE REAR TIRE LESS LIKELY TO SPIN INDEPENDENTLY DURING BRAKING; MORE STEADY IN HEAVY BRAKING
HIGHER NUMBER ON LEFT = MAKES ALL GEARS TALLER (FEWER REVS AT SAME SPEED)
MORE CLUTCHES; HEIGHTENS EFFECT OF BOTH RAMP ANGLES AT THE SAME TIME; MORE WITH CARS WITH HIGH WEIGHT OR LOW TORQUE

Fuel/Gasoline

The default setups carry 5 to 7 gallons of fuel. Increase the fuel load to finish a full GP race.

Pit Board

The pit board is used by your team to convey vital information to you as you approach the start/finish line on each lap. The pit board in Grand Prix Legends Demo functions very much like pit boards used by race teams in 1967. The most important thing to know is that some of the information on the pit board is always one lap old. This is due to the time required to collect the information and then post it to the board.

Practice: P# indicates your current position on the provisional starting grid. If it shows P1, then you are on the pole. M### indicates the number of minutes remaining in the session (this is always current). In the middle of the pit board you will see the time of the last lap you completed. The item beneath this depends on whether or not you are P1. If you are P1, the bottom item will be the first four letters of the driver's last name who is currently P2, along with the difference between your best time and his. If you are not P1, the display will be similar, but will represent the driver who is currently P1 (on pole), and the difference between his best time and your best.

FAQ & ADDITIONAL FEATURES

What are the recommended system requirements for the GPL 2020 Demo?

- Microsoft Windows 10 (64-Bit), Windows 8 (32-Bit, 64-Bit), Windows 7 (32-Bit, 64-Bit), Windows Vista (32-Bit, 64-Bit)
- Linux, see SRMZ forum thread 1, forum thread 2, forum thread 3, forum thread 4
- Intel Core i3, i5, i7, i9 processors
- AMD FX Processors, AMD A-Series Processors, AMD Athlon Processors, AMD Ryzen Processors
- supports current NVIDIA GeForce and AMD Radeon graphics cards
- supports current Force Feedback steering wheels
- supports gamepads, see SRMZ forum thread 1, forum thread 2, forum thread 3, forum thread 4, Sony PlayStation 4 (PS4) DualShock 4 Wireless Controller using DS4Windows forum thread, Microsoft Xbox 360 Controller Tutorial Video
- supports keyboards, see SRMZ forum thread 1 (GPL Key Master), forum thread 2

4GB Patch

The 4GB Patch is a tool that patches any x86 executable so that it can access 4 GB of memory instead of just 2 GB. This patch should only be used by users with a computer that has a 64-bit OS and more than 6 GB of RAM. This patch is particularly useful for players who are looking to use many hi-res texture packs. Several GPL drivers have reported that the 4 GB Patch has a positive impact on their system. For example the demanding Spa67 track runs smoother. Download 4GB Patch: http://www.ntcore.com/4gb_patch.php

How do I race online with the demo?

With the GPL 2020 Demo you can play a Multiplayer game. You just have to enter the IP in the multiplayer menu of another PC in your home network or enter the IP of a PC on the internet that is hosting.

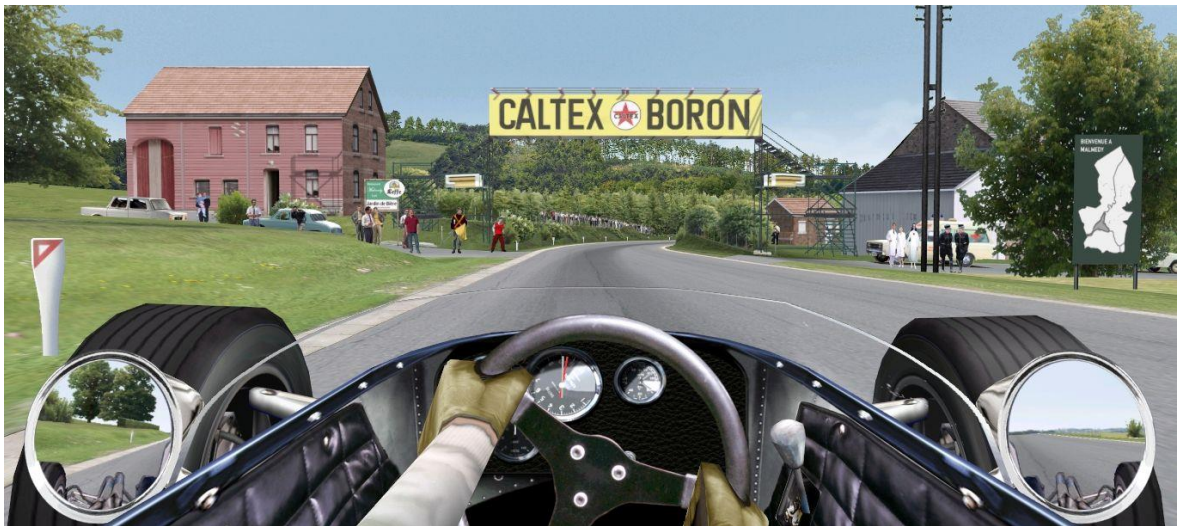
But with this Demo you do not have access to the iGOR racelist that displays the list of all available dedicated GPL server. Therefore you would need the full version of Grand Prix Legends. Then you can use GPLSecrets that includes the programs GEM+ and iGOR (interactive GPL Online Racing). For further information please have a look here: http://www.gplworld.de/en/grand-prix-legends/gpl-online-racing

Where can I download more GPL tracks?

At the GPL Alternative Track Database (GPLTD) you can download over 600 (!) GPL tracks. There you can also find for example the full 37 ¾ miles Isle Of Man Mountain Course.
Go to: http://gpltd.bcsims.com/

New Spa67 track

A must have is the track Spa67 which has been built from scratch:
http://spa67.gplworld.de/



How to install new GPL tracks for the GPL 2020 Demo?

Run the GPL track installer via the TrackInstall.exe and change the installation path from …\SIERRA\gpl\gpl.exe to your demo installation, default is C:\GPL 2020 Demo\gpl.exe.
Do not untick Update 67SEASON.ini during installation. The track is now installed into C:\GPL 2020 Demo\tracks\.

Then go to C:\GPL 2020 Demo\seasons\. Open the 67season.ini and copy the whole text of [Event1]. If you have for example installed the Spa67 track then you need to copy:

[Event1]
name=XXVII Grand Prix de Belgique
shortname=Belgian GP
trackdirectory=spa67
month=6
day=18
numberOfLaps=28
startingGrid=5

Then open the c18.ini and paste the copied text at the end after [Event4] which is Zandvoort. Now change [Event1] of spa67 to [Event5]. And also raise the number of events on top to numEvents=5. Leave a blank line between each event.
If you want to do a full GPL 2020 DEMO CHAMPIONSHIP do the same with the LGseason.ini. You need to do that procedure for every new track you install to the demo.

Lee's GPL Motorworks Patches

http://gplmotorworks.gplworld.de/

For example:

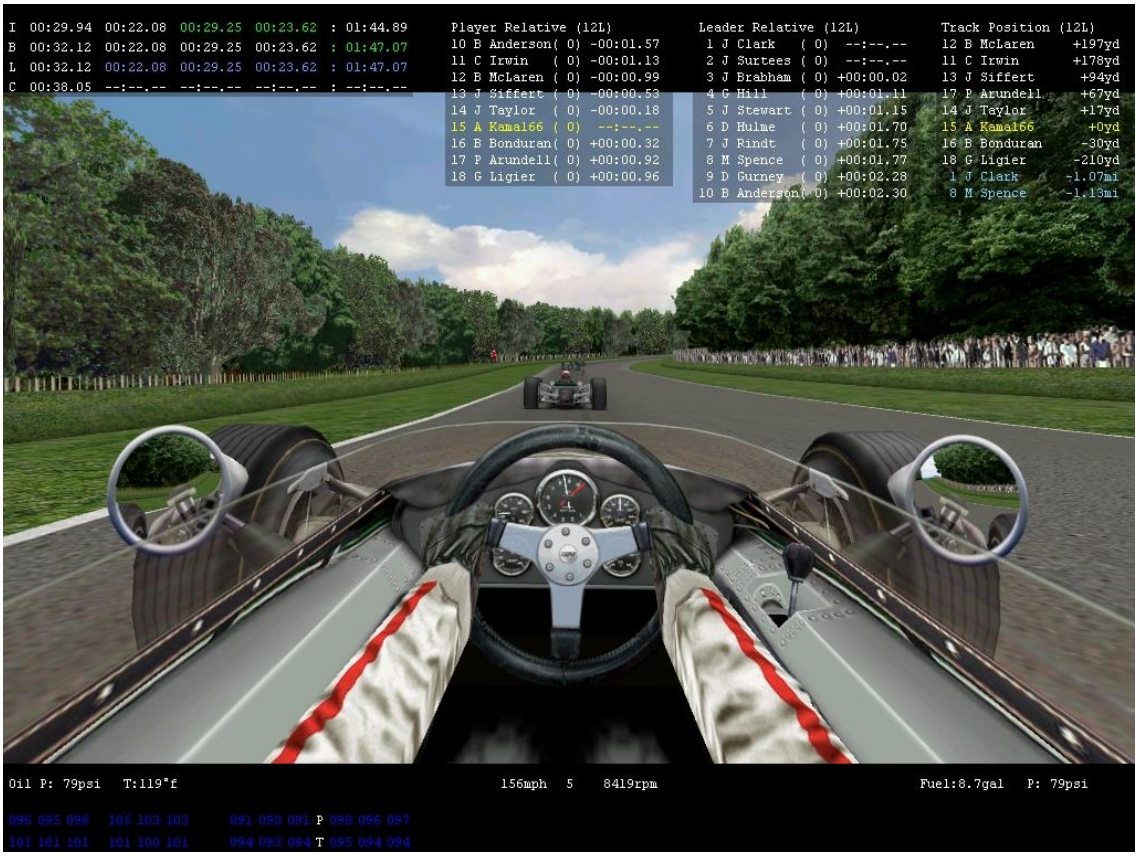
- GPL Weather Patch
  Simulates rain or fog by continuously changing visibility, decreasing track surface grip, and slowing the AI.
  YouTube movie: https://www.youtube.com/watch?v=YIWybPBHr7Y

- GPL Night Patches
  Simulates night driving by changing from day to night to day.
  YouTube movie: https://www.youtube.com/watch?v=zKjjnPRVixg

How do I get in-car telemetry & race status?

Use the tool Pribluda. Pribluda is an add-on for GPL that provides real-time telemetry information to the driver. It enables drivers to see at glance their sector times, tire temperatures and the current race standings, and more. This picture shows a full set of information available, which can be tailored to suit your preferences.
Pribluda website: https://www.amirkamal.com/gpl/pribluda/pribluda_readme.html
Download the latest Pribluda version here: http://srmz.net/index.php?showtopic=5835

To make Pribluda work with the demo see the paragraph further down entitled How to make Pribluda work with the GPL 2020 Demo and GPL mods?.



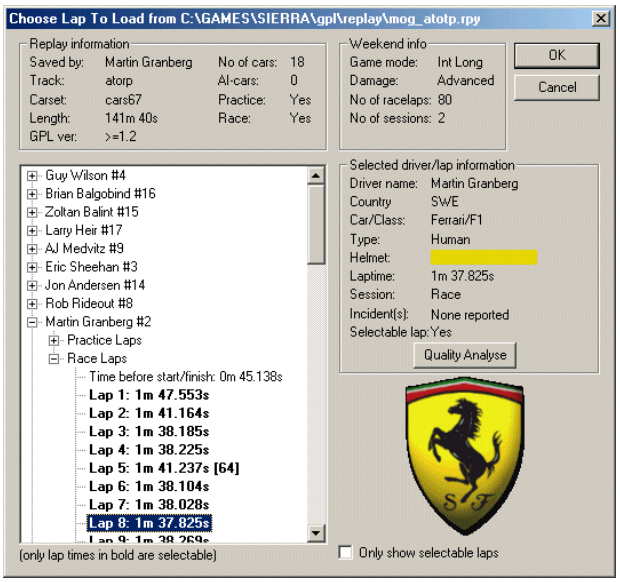
GPL Replay Analyzer (GPLRA)

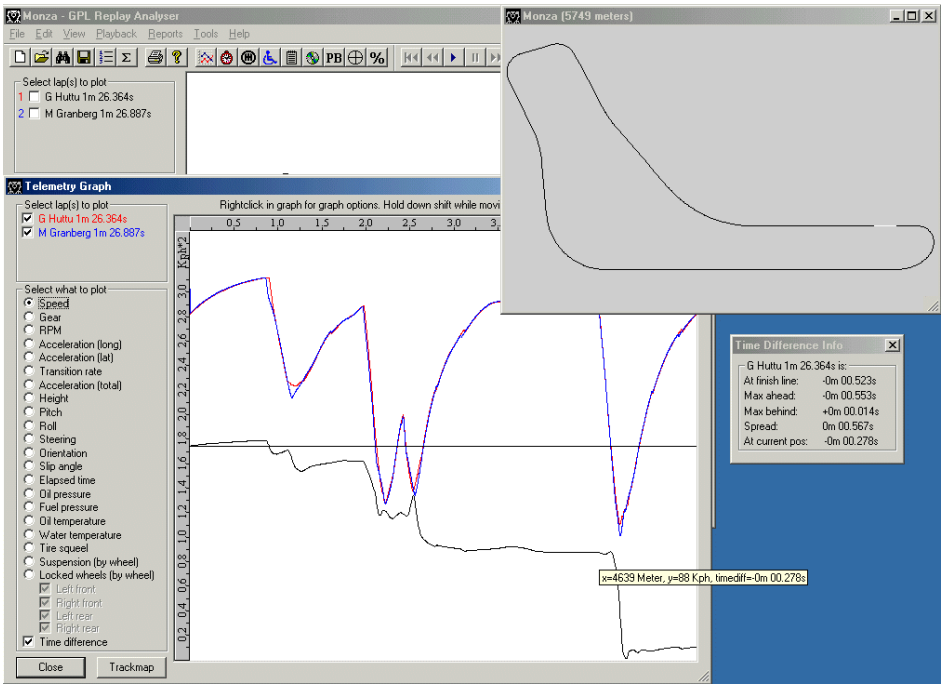
GPL Replay Analyzer is a program with which you can load up your Grand Prix Legends replays and analyze/compare driving lines and different kinds of telemetry. You can replay the races to see how it developed and generate race reports, practice reports and various statistics.

Here you can download the latest version of the GPL Replay Analyzer by Martin Granberg: gplra_791_beta2 http://srmz.net/index.php?showtopic=6319&st=60#entry68958

You can select up to five different laps. It doesn't matter if the driver of the lap is a local human, AI-car, multiplayer human nor in what kind of session the lap was set. GPL Replay Analyzer supports all tracks.

Furthermore you'll find lots of different tools and features in GPL Replay Analyzer.
For further details please go to http://gplra.martingranberg.se/





Where can I get the full GPL mods?

See: http://www.gplworld.de/en/grand-prix-legends/gpl-mods

How to install GPL mods to the GPL 2020 Demo?

Let`s for example install the GPL F1 1955 mod to the GPL 2020 Demo.

1) Go to the C:\GPL 2020 Demo\ folder and run the gpl.exe and add a new player. Exit the demo again.

2) Install the GPL F1 1955 mod into the C:\GPL 2020 Demo\ folder.

3) Install GEM+ which is part of GPLSecrets: http://gem.autosimsport.net/

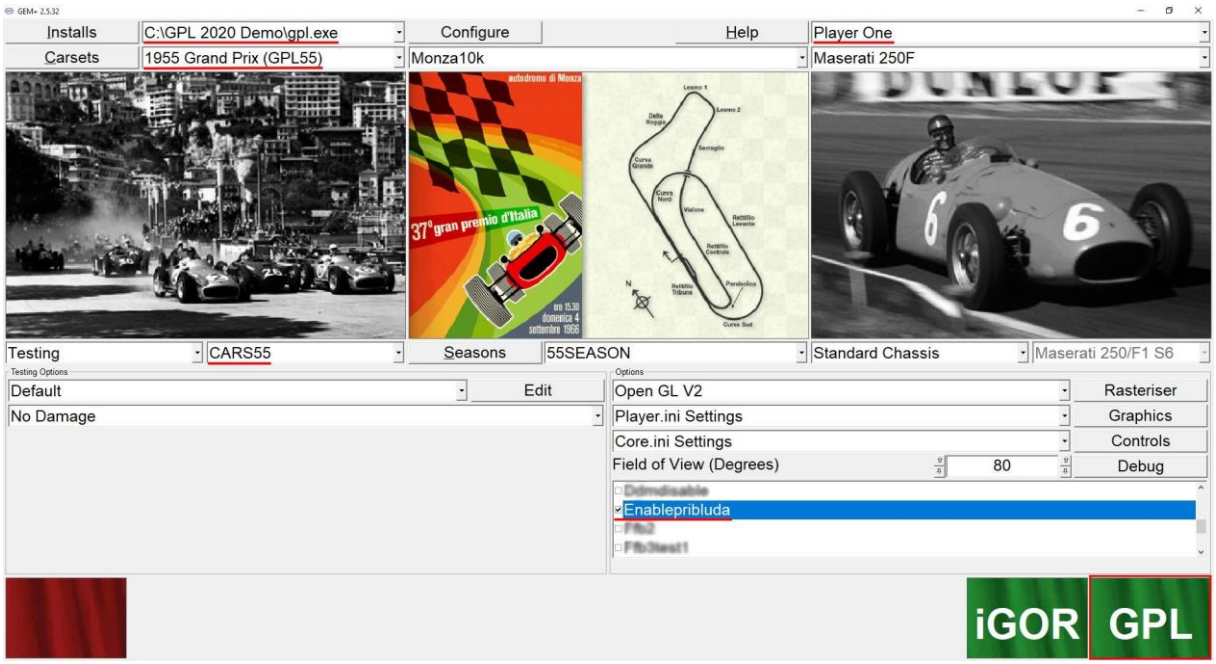
Important: Do not install GPLSecrets into your GPL 2020 Demo installation! You need GEM+ 2.5.32 or higher to run GPL mods! For GEM+ indexing needs to be activated (Windows default setting), because GEM+ needs to access the GPL 2020 Demo player profiles!

4) Start GEM+, click on the button Installs, then click on the button Add and set the path to the gpl.exe which is C:\GPL 2020 Demo\gpl.exe.

5) In GEM+ click on the button Carsets and set the inactive carset GPL55 to active by clicking on the button > in the middle of the menu.

6) In GEM+ choose your new player (here Player One). Then make sure that you are using the 1955 carset (GPL55, CARS55). Hit the green button to create and launch the gplc55.exe. In the GPL 2020 Demo you need to calibrate your controller/wheel for the new 55 mod. At Options deactivate all driving aids, by unticking Automatic Shifting, Braking Help and Throttle Help. At Options also set your graphics resolution (for example 1920 x 1050) and Detail Bias to almost maximum to the right (+). Then run a 55 mod Training and use the Car Type Grand Prix, or run a 55 mod Single Race.

Note: You can also change your Driving Resolution and Graphic Options and other player related settings for each mod in your players folder in C:\GPL 2020 Demo\players\.
Tip: In GEM+ click on Configure button and tick Link Carset to Player, do not tick Confirm Changes on Exit.



How to make Pribluda work with the GPL 2020 Demo and GPL mods?

1) Do all steps 1) to 6) of the above section How to install GPL mods to the GPL 2020 Demo?.

2) Download the latest Pribluda version here: http://srmz.net/index.php?showtopic=5835

3) Unpack all content of the pribludav1120.zip into C:\GPL 2020 Demo\.

4) Start GEM+ and tick the Enablepribluda option within the window you seen on the right bottom of GEM+.

5) Click on the green button and run the 55 mod that is now working with Pribluda.

How to install GPL and GPL mods? How to update GPL?

See the GPL Easy Installation Guide:
http://www.gplworld.de/en/grand-prix-legends/gpl-easy-installation-guide

NEED HELP?

GPL 2020 Demo Forum at SRMZ
http://srmz.net/index.php?showforum=194

GPL Links

GPL Links
http://www.gpllinks.org/

SimRacingMirrorZone (SRMZ)
http://srmz.net/

GPL FAQ & Troubleshooting Guide
http://srmz.net/index.php?showtopic=3714

GPL Easy Installation Guide [English]
http://www.gplworld.de/en/grand-prix-legends/gpl-easy-installation-guide

Grand Prix Legends Wiki
http://wiki.grandprixlegends.info

GPL Alternative Track Database (GPLTD)
http://gpltd.bcsims.com/

GPLSecrets (GEM+ & iGOR)
http://gem.autosimsport.net/

GPLPS`s Blog
http://gplps.wordpress.com/

GPL Mods & Patches
http://gpltd.bcsims.com/?ir=Mods

Lee's GPL Motorworks
http://gplmotorworks.gplworld.de/

GPLWORLD [German/English]
http://www.gplworld.de

Recommended Driver Behaviour [English]
http://wiki.grandprixlegends.info/index.php?title=GPL_Recommended_Driver_Behaviour

GPL Weekly
http://www.freeleo.hu/weekly/

GPL 2020 Demo Movie
https://www.youtube.com/GPLWORLD/

Final Thoughts

Grand Prix Legends isn`t for everyone, but the same adage is true for many of the finer things in life. Provided you`ve got the patience to stay with it past the first feelings of frustration, Grand Prix Legends will reward you with one of the most intense racing experience you can find on a personal computer.

We hope that after you finish reading this, you will be able to jump right into the game, setup your controller, graphics and sound and head for the track and your first crash. Don`t worry we`ve all done it.

If you run into problems be sure to check out the GPL 2020 Demo Instructions (PDF file) in the folder C:\GPL 2020 Demo\
and the GPL 2020 Demo Forum at SRMZ http://srmz.net/index.php?showforum=194.

Keep your eye on the SRMZ website for future community developments for GPL.

On the behalf of all of the artists involved with the creation of this demo, I wish you good luck with your new passion.

(2019) by the GPL Community & the Grand Prix Legends Preservation Society (GPLPS)
Contact the GPL 2020 Demo team at http://srmz.net

The GPL 2020 Demo installer was created with Inno Script Studio https://www.kymoto.org

GPL MILESTONES

These are the key events of Grand Prix Legends (GPL) from 2019 to 1998.

2019

GPL 2020 Demo
F1 1968 mod
Isle of Man 1:1 track

2018

Sportscar 1967 GT Extra mod (new version of GT mod)
F1 1967X mod (online edition of Historical mod)
Legends of GPL mod

2017

Pace Notes patch
F1 1955 mod
Night patch
Weather patch

2016

OnTrack patch
Can-Am 1966 mod
RPYDump tool
F1 1967 Historical v2 mod

2015

Head Movement patch
No Letterbox patch
Custom Rank website

2014

Fog patch (updated with Night fog)
Spa 1967 track (historicaly correct version of Spa)

Can-Am 1971 Historical mod update
Pitstop/Refuel patch

2013

Pitstop/Repair patch
DirtGearPatch patch

2012

F1 1967 Historical mod
Can-Am 1971 mod
Stratos Rocks mod (updated with Renault Alpine)

2011

F2 1967 mod
Sportscar Springbock Series GT 1968 (carset for GT mod)
GPL Facebook Group website
F1 1969 Extra mod (new version of 1969 mod)
Fog tool

2010

GPL Recently website
GPL Replay Analyser v7.9 tool
Sportscar 1967 GT mod
GPL Setup Manager
GPLPS`s Blog website, GPL Preservation Society
GPL TestMod mod
Lancia Stratos mod

2009

Online Grid Tool
Mexico multi season update
Tasman Series 1964-68 carset
F1 1967 1.3 mod update
Targa Florio track
60fps v2 patch
F1 1969 1.3 mod (part 3 for 1969 mod)
Grand Prix Legends Wiki website
60fps patch

F1 1966 2.0 mod update
F1 1965 2.0.2 mod update

2008

GPL Setup Comparator tool
Rouen Historical 2.0 track update
Replacement Rasterizers patch D3D, OpenGL
Zandvoort multi season track update
GPLWait patch
GPL TCR tool
GPL 1966 Mod Light carset (for Voodoo video cards)
GPLshift+ tool
Pribluda 1.1 tool

2007

F1 1966 mod
GPL Setup Manager tool
A Day In Heaven movie
GPL Easy Installation Guide
GPLPS installer

2006

GPL on The Moon track
Thundercars 2.0 mod update
F1 1965 2.0.1 mod update
Night Mod (mod based on 1965 mod)
Fog - TestTrk track
GPL Alternative Track Database (GPLTD)

2005

F1 1969 mod
GPL Glance patch
Thundercars mod (semi-fictional cars from the CART era)

2004

GPLtv tool
Sim Racing Mirror Zone website, forum and host of GPL
GPL 2004 DEMO

iGOR tool (lobby for online racing)
F1 1965 mod
Pribluda tool (displays various data in-game)

2003

BWpatch patch (bandwidth patch for online racing)
GEM+ tool (mod and track manager)

2002

- -

2001

GPLEA website (the GPL Editors Association was the first group that created the 1967 F1 real looking cars of the original GPL carset)

2000

GPLReplayAnalyzer tool

1999

Brands Hatch track (first real addon track)
Dubai track (first fantasy addon track)

1998

VROC tool (lobby for online races)
Grand Prix Legends release
Grand Prix Legends demo

22 YEARS OF GPL CONTRIBUTORS

654 identified members with active contributions.

All SRMZ members wish you all the best and thank you for the time, but also for the joys and sorrows, hopes and difficulties you have encountered in editing GPL.

Without you, Grand Prix Legends (GPL) would not have become such a rich universe, a world in itself.

A - Aad Gagesteijn, Aaron Liebling, Achim Kraft, Achim Trensz, Adam Preston, Addie Waelti, Al Heeley, Alain Bosco, Alan Dickeson, Alan Goss, Alan Layton, Aldo Regozani, Aleksi Elomaa, Alesi-27, Alex Cameron, Álex Murcia, Alexander Mueller, Alexis Bigonville, Alison Hine, Amir Kamal, Anders Vähäkuopus, Andras Barnahazi, Andre Barbosa, Andrea Carlisi (yDNA), Andreas (becky), Andreas Ritlop, Andreas Streu, Andreas Wilke, Andrew Gameson, Andrew Olley, Andy Schremser (ChiefWiggum), Anton Norup Sørensen, Antoni Pujol (nes), Arne Martin Hanssen, Arthur Slabbaert (in memoriam - R.I.P.), Art-J, Arturo Pereira, Atumno.

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